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MAY 2001

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Official NZ PlayStation™

THE 50 BEST PLAYSTATION GAMES EVER

magazine 44

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1



2



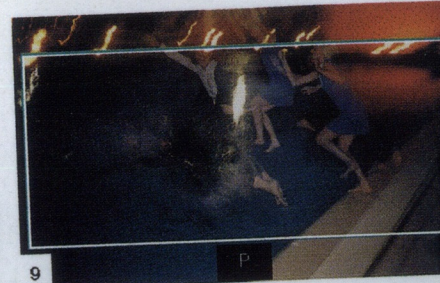
3



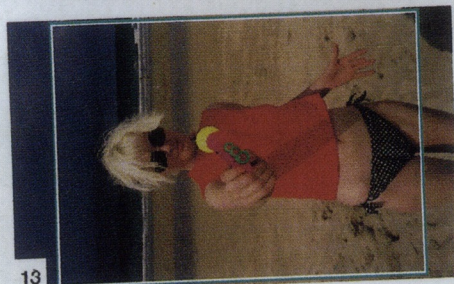
7



8



9



13



14



15



19



20



21



25

Welcome to life with PS one. Beautifully redesigned, it packs all your favourite ingredients into one powerfully cute little bundle. In the not too distant future you'll be plugging a mobile into it, downloading games and finding yourself glued to the portable LCD screen. Once you discover it you'll want to keep going back to it, unlike the hangovers, the caravan and the guy with the key to the toilet block.

INDEX PRINT

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4



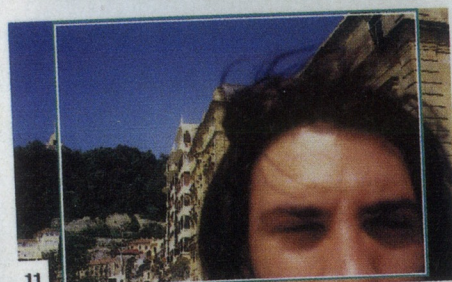
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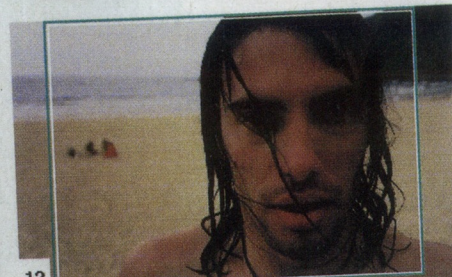
6



10



11



12



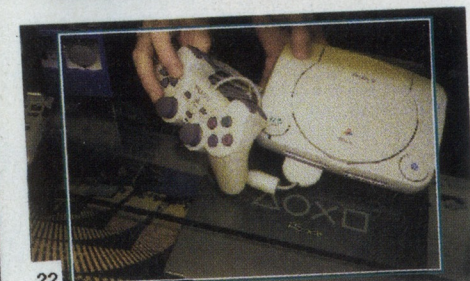
16



17



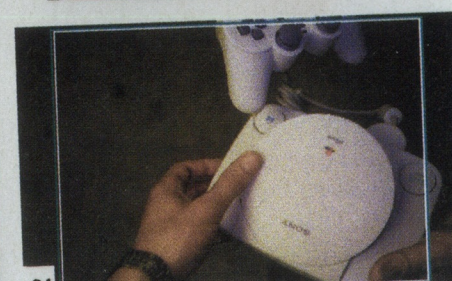
18



22



23



24

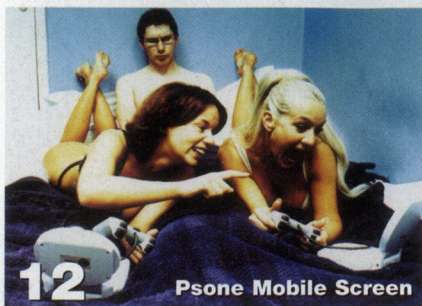
PSone™





8

Italian Job



12

Psone Mobile Screen

Planet PlayStation

- 8 Italian Job
- 9 Dave Mirra
- 9 Nicktoons Racing
- 10 Bytes
- 10 Sister Mercy
- 10 Tony Hawk price slashed
- 12 PSone mobile screen
- 14 A Ton of Stuff
- 16 Should be a Game special
- 18 Orient Express

PS2view

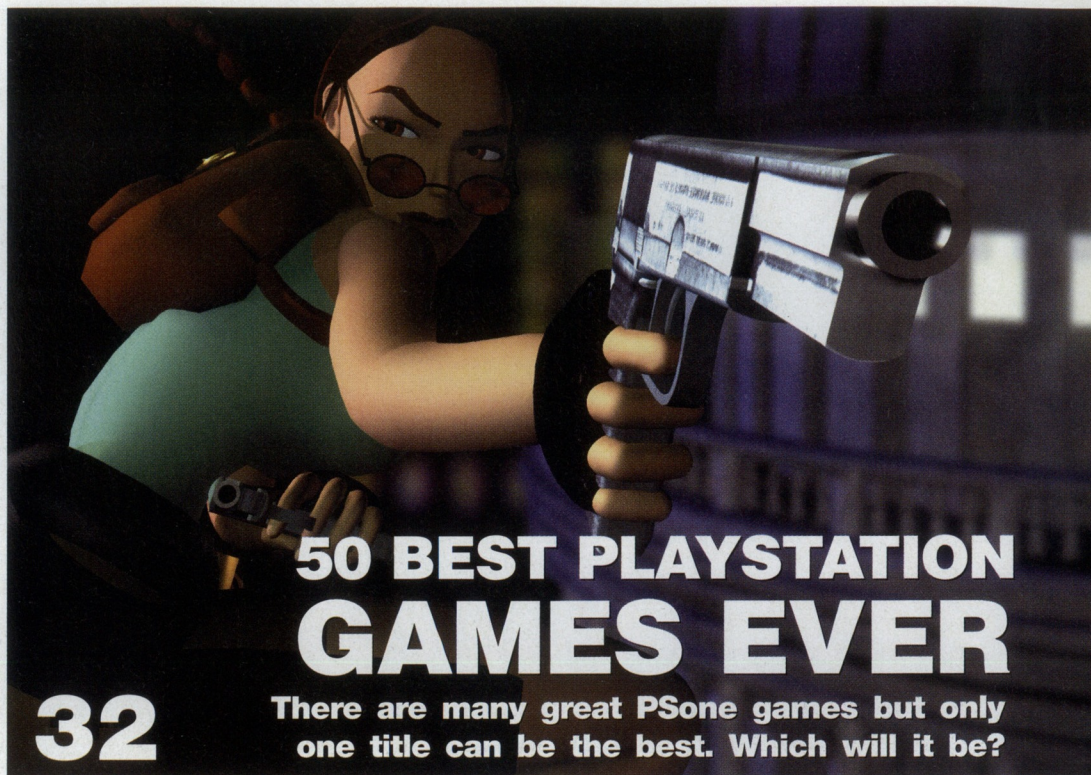
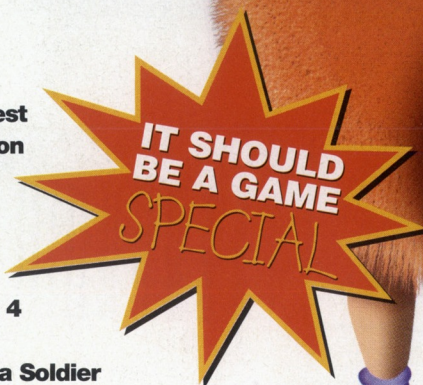
- 22 PS2 hardware
- 22 Dreamcast games on PS2
- 22 Metal Gear Solid 2 toys
- 24 Quake 3 Revolution
- 24 Oni

Features

- 28 Psycho-Logical Test
- 32 50 Best PlayStation Games Ever

Previews

- 38 Alone in the Dark 4
- 40 Lego Island 2
- 42 Army Men: Omega Soldier



32

50 BEST PLAYSTATION GAMES EVER

There are many great PSone games but only one title can be the best. Which will it be?



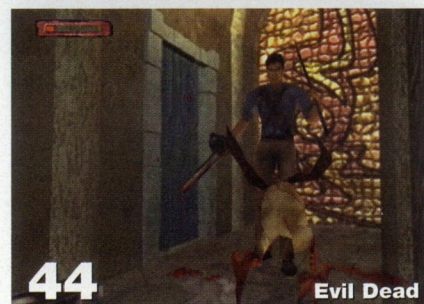
20

Freebies



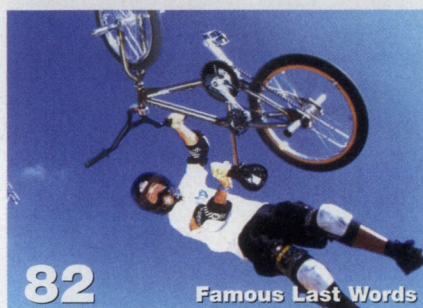
42

Army Men: Omega Solider



44

Evil Dead



Reviews

- 44** Evil Dead: Hail to the King
- 46** Toy Story Racer
- 48** Time Crisis
- 49** LMA Manager 2001
- 50** Supercross 2001
- 52** Army Men: Lock 'N Load
- 52** WDL: War Jetz
- 53** California Watersports
- 53** Formula Nippon
- 54** NBA Hoopz
- 54** Casper: Friends Around the World
- 55** Submarine Commander
- 55** Fisherman's Bait 3

Downloading

- 58** A - Z Guide
- 64** Powerline Tips
- 66** Tomb Raider Chronicles Guide
- 74** Medal of Honor Underground Guide
- 78** On the Disc

ALONE IN THE DARK 4

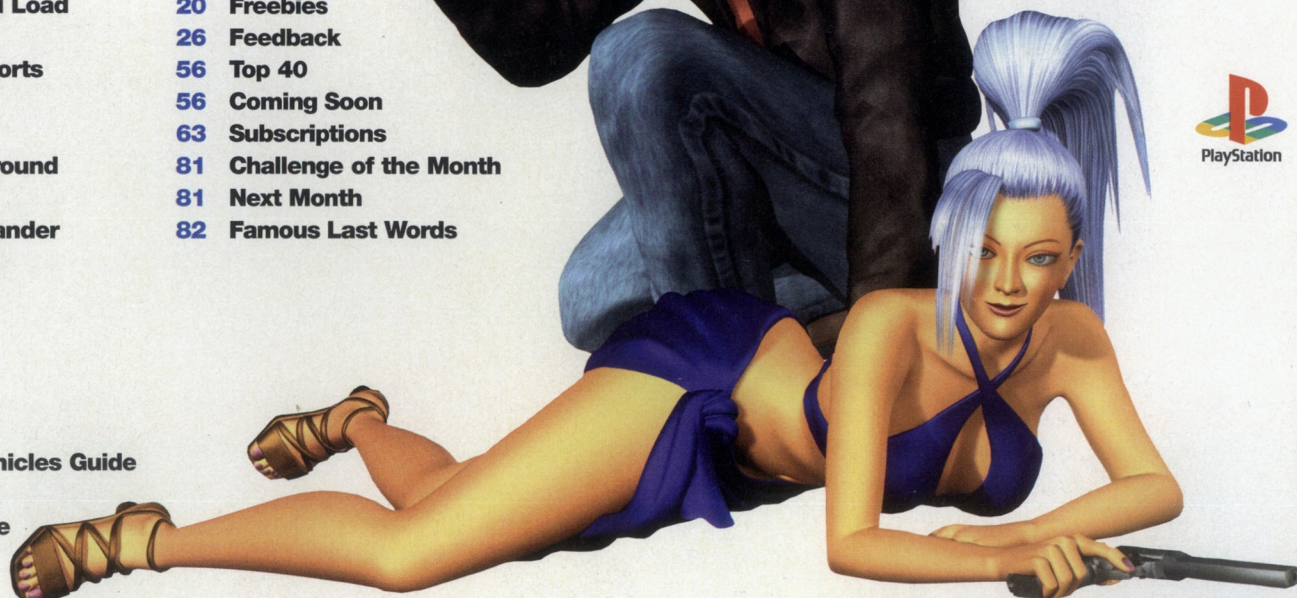
THE NEW NIGHTMARE

Will the original survival horror series have the last word on fear?

30

Regulars

- 20** Freebies
- 26** Feedback
- 56** Top 40
- 56** Coming Soon
- 63** Subscriptions
- 81** Challenge of the Month
- 81** Next Month
- 82** Famous Last Words





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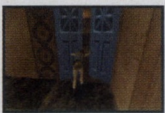
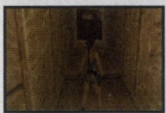
Only a cardboard sleeve stands between you and the world of PlayStation.

On the CD



Tomb Raider: The Last Revelation Playable

If Lara Croft wasn't the winner of the "If Only She Was Real" comp then she would definitely be a runner up. *The Last Revelation* is her fourth adventure on the the good ol' PSone. The full game has a very surprising ending which you need to see to believe.



Wip3out Playable

This series can do no wrong. The third game (that would be this one) has definite improvements and is worth checking out.



Tony Hawk's Pro Skater 2 Playable

The Tonester is fast becoming the face of PSone. He may be even more popular than Lara!



Gran Turismo 2 Video

The original game was a defining moment in PlayStation history. The sequel proves that it wasn't a fluke.



Driver 2 Video

Where else but on the PSone would you be given the opportunity to fulfill our uncover cop fantasies?

Metal Gear Solid Playable

Everyone knows that *MGS* is a fantastic game. It may even be ranked in *PSM's* Top 50 PlayStation Games article. Have a quick flick to page 32 to have a looksee.



Sequelitis

Let's not dob anyone in, specifically, as we all know who the guilty parties are.



Ever since Homer wrote the follow up to *The Iliad*

sequels have been an accepted part of life. Like most things in life there are both good and bad sides to it. For every *Godfather II* or *Empire Strikes Back* there are a dozen *Highlander 2's*.

Sometimes even I am amazed at the sheer volume of sequels being produced. It does make sense though. Purchasing a game is a significant investment and you want to know that it will be worth the cash. If you've already enjoyed *Crash 1* then chances are that you'll like *Crash 2* as well. The problem with sequels comes when they are pumped out at such a rate that the second (or third or fourth) game does little to improve upon the original. While many gamers are satisfied with a "more of the same" philosophy I disagree with it. Videogames are an evolutionary medium and need to constantly evolve to remain enjoyable. Would anyone be happy if the cutting edge of gameplay was still stuck in a *Pac-Man 23* and *Space Invaders 37* era?

Funnily enough, this month's demo disc is a perfect example of sequels, as every game featured is a sequel. Fortunately these are examples of how to do a sequel well. Yes, even *Metal Gear Solid* is a sequel as well. The original game, *Metal Gear*, was released on various consoles back in the eighties. Which brings me to *Metal Gear Solid 2* for the PS2. A demo for this game has been packed in with *Zone of Enders* and is worth the purchase price itself. *MGS2* is the epitome of a sequel done well.

Troy Gorman, Editor



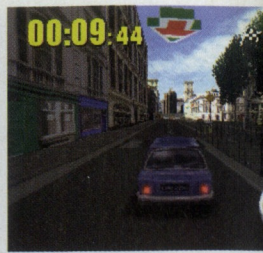
Troy Gorman

planet playstation

The latest news from Planet PlayStation...



We can't wait to hear the dulcet tones of the Michael Caine impersonator's working class, bower boy accent.



PSM takes a peek at the coolest movie conversion of the year: *The Italian Job*, the Brit crim film that made Michael Caine a star

Mini Marvel

Developed by Pixelogic and published by SCI, the game also benefits from a licence to fully recreate the soundtrack, including the famous ditty *Self Preservation Society*. The voices are supplied by actors, and the sound bites we heard were spot-on impressions of Mr Caine himself.

The *Italian Job* is a mission-based driving game in the mould of *Driver*. It features various modes, but the main thrust of the game is *The Italian Job* mode, which follows the events of the film. You gather your team together in London, travel over to Turin to carry out the theft, then leg it across the Alps in a bid for safety.

So far, the missions include keeping pace with other vehicles, breaking into buildings past prowling police, escaping from coppers and delivering goods. There's also a variety of time-based events, such as nabbing a Land Rover from a delivery train before the allotted driver arrives to collect it.

Work on the game started around twelve months ago, and it shows. The graphics are shaping up well and benefit from a solidity that *Driver 2* lacked. The environments are large and the tweaked landscapes are based on real streets, but they're not slavish recreations as in Infogrames' offering (and you can't get out of the

car, either which is a minor shame).

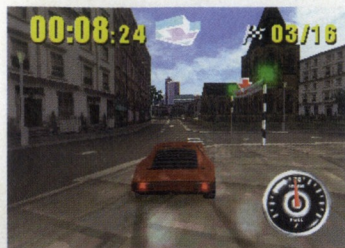
When things get going, the game's very speedy indeed, as you blast around in Minis, the famous escape coach, an armoured personnel car, police cars, and about a dozen other vehicles. The Minis turn a little jerkily - you don't get much warning as you whizz towards cars at pace in *The Italian Job*.

"The licence is a bonus, but we are determined to create a thoroughly playable game," explains Bryan Reynolds, studio manager of Pixelogic. In fact, all the famous moments from the film are to be included, such as the tunnel racing, Fiat factory scenes and even the

wedding Charlie and the boys disturb in the Turin Piazza. And yes, FMV is likely to be used to depict the infamous van-explosion scene.

At the heart of the drive for better gameplay, Pixelogic has placed additional game modes which unlock as a result of success in the main narrative. The Freeride mode is more than just a cruise around the city a la *Driver*, for example. Bits of scenery stand out as exploitable stunt areas, and we're promised there'll be

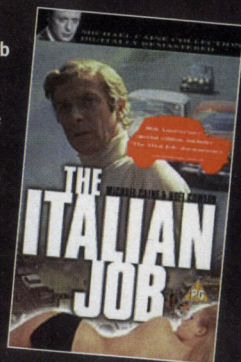




The Movie

Sex, minis and cockney criminals

The 1969 film classic stars Caine as Charlie, Noel Coward as incarcerated Mob boss Mr Bridger and Benny Hill as a boob-crazed professor. With a mob including 'Camp Freddie,' and disguised as a bus full of England footie fans, Charlie tries to steal millions of pounds worth of gold in Turin. The best bits, and the reason SCI wanted to turn it into a game, are the incredible chase sequences starring the escaping Mini Coopers squeezing through the Italian back streets. If you haven't seen it, we recommend you pay a visit to your local video store.



other details, such as breakdown victims you'll need to bump start.

The Challenge mode has its own special arenas where you perform jumps, pull handbrake turns, and execute other tricks, against the clock - it's another example of Pixelogic's commitment to using the engine that underpins the game in a bid to offer you more for your money.

The Checkpoint mode is run around the London, Turin and Alp settings, and requires you to reach certain gates in set times. Similarly, another mode, provisionally

titled Destructor, involves bumping into a series of cones as you skid at top whack round the course. At this point, we had the controller wrestled from our hands so we could be shown other features.

The front end is very '60s and each mission will be preceded by a briefing with voice-overs, but we were concerned by the absence of a two-player split-screen mode. "We wanted to focus on getting a brilliant single-player game out there, but we may include some two-player elements," Reynolds acknowledges. Any such features would come in the form of a formalised turn-based system of time trials, for instance.

Mirra Image

Acclaim set to release 'update' of Dave Mirra Freestyle BMX

Following up its quality extreme sports hit *Dave Mirra Freestyle BMX*, Acclaim is hard at work on a sequel to provide yet more insane ramp-riding antics.

Titled *Dave Mirra Freestyle BMX Maximum Remix*, the game features an Expert mode to test your skills further, as well as a series of new tricks including the rather ominous-sounding Wall Ride. Several new songs will be added to the already funksome soundtrack, and eight new tracks should keep you plugging away until the next full installment.

The extreme sports genre is finally getting the quality games that it has been crying out for since *California Games* in the eighties.

Neat fact: Activision is expected to announce a similar 'add-on' for *Tony Hawk's 2* very soon. More on the Mirra, and indeed the Hawkster, soon.



The 'add-on' title is a somewhat controversial addition to the videogames release schedules. Should owners of the original game upgrade or should they wait for the true sequel? *Street Fighter* is the king of half-assed upgrades. Is this the future?

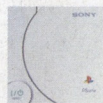
Nick's Racing Extravaganza



Latest cutesy kart game for the PSone

It seems that everywhere you turn these days a licenced kart racing title is coming out. When done well they are a gamer's delight but when done badly they can be thrown on the ever-growing pile of weak, licenced titles. *Nicktoons Racing* features a whole grab-bag of cartoon stars and plunks them into the battle-racing, multiplayer fun. Characters who are featured appear in cartoons such as *Catdog*, *Ren and Stimpy*, *Rug Rats* and many more. Look out for the review.





BYTES

The chips are down

Simplex Solutions, the creator of PS2's chipset, has revealed that the new PlayStation 3 chip (codenamed GS3) will be twice as large as PS2's, and will shift a stupefying 75 million polygons per second. Where PS2 boasted a respectable 32Mb of embedded RAM, PS3 will feature a whopping 256Mb.

Peanuts to Playstation

Snoopy and his bulgy-headed pals are headed this way as Infogrames has acquired the rights to develop and publish games based on the *Peanuts* characters. We're expecting to see titles emerge later this year.

News filters in

Syphon Filter fans rejoice. Gabe Logan will be up to his old tricks (or rather new tricks) towards the end of the year. A tentative October/November slot has been rumoured, but not yet confirmed.

Pain Mania

Take 2 is gearing up a new 'crosser. *Motocross Mania* will feature supercross, motocross and freestyle modes.



Sister Mercy

Every month, the Sister asks the PlayStation's goriest games to stand with their legs apart and cough as she diagnoses the damage that would happen if the injuries sustained were to occur in Real Life. This month, *The Simpsons Wrestling*.

Case study: Glass injury

Diagnosis: As a result of the glass being thrust in this man's face he's likely to suffer severe facial injuries. Damage to the eyes is likely and it's more than possible that shards of glass may have penetrated the socket. The clouds of toxic gas will hinder breathing and adversely affect the respiratory system.

Prognosis: Oxygen will need to be given, regular monitoring of his respiratory system is vital. His facial injuries will require surgery, the lacerations sutured after cleansing of the wounds. Subsequent plastic surgery may be required and any intra-ocular injuries will require the attention of an ophthalmic surgeon.

Case study: Rake injury

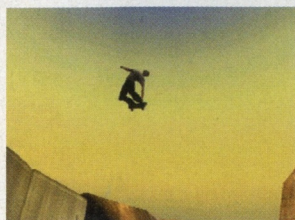
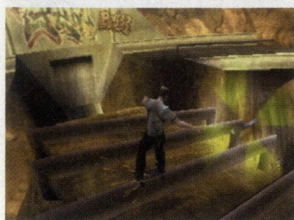
Diagnosis: The rake prongs have caused lacerations and contusions to the lower chest and abdomen. The skin will be torn, exposing the underlying tissue and muscle to infection. Underlying organs may be at risk due to the thrusting nature of the attack.

Prognosis: Due to the tearing nature of the injury blood loss is likely to be minimal. However, the risk of sepsis is high. The wounds must be thoroughly irrigated, and anti-Tetanus and antibiotic covering injections need to be given before suturing these jagged tears to the skin and tissues.



More bargain gaming

Tony Hawk's Skateboarding price drop



There's not much better than playing a great game, except buying that game at a ridiculously low price. *Tony Hawk's Skateboarding* has already sold such a stupidly large number of games that Activision have decided to almost give these suckers away to the few remaining PSone owners who don't have a copy. This game is retailing for the low, low price of \$29.95 so if you don't own it rush out and grab yourself a copy. Go on.

Steve McCann

doesn't have to worry

about staying dry.

Staying alive, maybe.



Does this look like a guy who's thinking about his anti-perspirant?

Thanks to Speed Stick by Mennen he doesn't have to.

Unlike wet roll-ons, it goes on dry. And it helps keep him dry.

Even with the sweaty stunts he pulls.

**GOES ON DRY
TO KEEP YOU DRY**





planet playstation

PORTABLE PSone

PORTABLE PSone planet playstation



From the relics

Not many readers realise the time and effort spent in developing the PSone screen. PSM have uncovered some rare, archival photographs of the first attempt at taking the PlayStation on the road.



The PlayStation is here and some young scientists experiment with mobile gaming



The lab assistants start to strain under the weight of the "mini-screen."

PORTABLE PSone **planet playstation**

Size matters

The future has arrived with the greatest celebration of smallness since the mini skirt. Pack your lunch and prepare for a picnic - the PSone mini screen is here.

What Works...

at PSM we're revving up for the arrival of the screen which will revolutionise your train ride to work or the family Christmas car trip. While the ability to play on-the-go is a fantastic feature you do need to remember that, unlike Game Boy, not all PSone games are programmed with portability in mind. Here's a list of the ten best and ten worst games to squint at on mini-screen.

Take away!

Tony Hawk's 2
Gran Turismo 2
Formula One 2000
ISS Pro Evolution 2
FIFA 2001
Bust-A-Move 4
Tekken 3
Everybody's Golf 2
LMA Manager 2001
Metal Gear Solid

Leave at home!

GTA 2
Micro Maniacs
Final Fantasy IX
Broken Sword
Time Crisis Project Titan
Populus
Smash Court Tennis
Tomb Raider Chronicles
Madden 2001
Micro Machines V3

planet playstation PORTABLE PSone



The lab boys collapse under the weight of their burden. "I guess we'll have to wait until 2001 for a portable PlayStation."



This experiment is officially declared a failure and the guys head back to the lab for a beer.



Even the greatest successes can begin with seemingly crap ideas.





1 *A Bug's Life*. For 99 lives, at the main menu hold **R1** and press **X**, **○**, **L2**.

2 *Alien Trilogy*. The code for unlimited health is 8009A040 0064, and the code for unlimited shotgun shells is 8009A04A 0014. For a cheat menu, go to passwords and put in "igotpinkacidbootson".

3 *Ape Escape*. Pause the game and press **R2**, **↓**, **L2**, **↑**, **→**, **↓**, **→**, **←** for 99 explosion bullets.

4 *Apocalypse*. Press **START** to pause the game, then hold **↓** the **L1** button and press **↓**, **↑**, **←**, **←**, **▲**, **↑**, **→**, **↓** for invincibility.

5 *Army Men 3D*. For invincibility, while playing the game, pause and quickly press **■**, **○**, **L1** then hold **L1** and **L2** together.

6 *Asteroids*. At the title screen when Press **START** is flashing, hold **SELECT** and press **○**, **○**, **○**, **▲**, **○**, **■**, **○** to unlock classic Asteroids.

7 *Bugs Bunny: Lost in Time*. For full carrots, when beginning in the "Time Selector" or "Level Selector of an Era", hold **R1+L2** and press **X**, **■**, **R2**, **L1**, **○**, **X**, **■**, **○**.

8 *Bushido Blade*. Go to story mode. Press **L1**, **L2**, **R1**, **R2**, **START**, and **SELECT** simultaneously. You will now be able to run from arena to arena.

9 *Bust a Groove*. Play through the game with any character. Now begin another game in single player mode and press **L2** and **SELECT** together during the song whenever you want to skip to the next level.

10 *Bust a Move 2*. For new characters to play, begin a puzzle game, then at the map screen enter **←**, **←**, **↑**, **↓**, then press **L1** and **L2** and **R1** and **R2**.

11 *Circuit Breakers*. To unlock all single player tracks, got to options and in game menu. Highlight the FX volume option, select it and then press **L1** and **L2** simultaneously.

12 *Colin McRae Rally*. Enter your name as: BACKFEET to get the co-driver to control the car; PEASOUPER to race all the current unlocked tracks in the fog; and MOREOMPH to double the power of your car.

13 *Colin McRae Rally 2.0*. For a faster game, enter "PRUNEJUICE" at the cheat options screen.

14 *Colony Wars*. Enter this password for a level select: Commander*Jeffer.

15 *Colony Wars: Vengeance*. Enter the following codes at the password screen. Vampire - Invincibility, Tornado - all weapons, Thunderchild - All ships available, Demon - Mission and Ending select, Blizzard - Turn all cheats on.

16 *Colony Wars: Red Sun*. To load ship with all weapons, enter "Big Daddy" as your code.

17 *Command and Conquer*. For extra money, pause the game and hit **→**, **↓**, **↓**, **←**, **L1**, **←**, **→**, **↓**, **←**.

18 *Command and Conquer: Red Alert*. Final password for Allies is xn3pyvay7y, for Soviets is dv7rh6uuz.

19 *Cool Boarders 2*. On the selection screen, highlight the following in order, SBC, Onemake, Freeride, press **○**, then press and hold **L1**, **L2**, **R1** and **R2**. Keep holding then press **○** again after the one and two player selection screen to a course select.

20 *Cool Boarders 3*. Enter these codes under the tournament name section. All characters and boards - OPEN_EM. Access all mountains - WONITALL.

21 *Cool Boarders 4*. For all mountains and pro boards, enter ICHEAT as your name.

22 *Crash Bandicoot*. Here's the super password for access to everything: **▲**, **▲**, **▲**, **■**, **○**, **■**, **X**, **X**, **▲**, **▲**, **■**, **X**, **▲**, **○**, **■**, **■**, **▲**, **■**, **○**, **▲**, **▲**, **▲**, **○**, **○**.

23 *Crash Bandicoot 2*. In the second warp world, there is a white dog. If you play with it and pet it for about five minutes, it gives you 10 free lives.

24 *Crash Bandicoot 3*. For a Spyro demo, press **↑**, **↑**, **↓**, **↓**, **←**, **→**, **←**, **→**, **■** at the title screen.

25 *Crash Team Racing*. To race as Ripper Roo, at the main menu, highlight Time Trial, then hold **L1** and **R1** and press **←**, **■**, **■**, **↓**, **↑**, **↓**, **→**.

26 *Croc*. For access to all the levels, enter the password: **←**, **←**, **←**, **←**, **↓**, **→**, **→**, **←**, **↓**, **→**, **↓**, **←**, **↑**, **→**.

27 *Croc 2*. To unlock everything, hold down **L1** and hit **▲**, **←**, **←**, **→**, **■**, **↑**, **↑**, **←**, **○**.

28 *Dark Forces*. Press **←**, **○**, **X**, **→**, **○**, **X**, **↓**, **○**, **X**.

29 *Dark Forces*. Press **←**, **○**, **X**, **→**, **○**, **X**, **↓**, **○**, **X**.

28 *Dark Forces*. Press **←**, **○**, **X**, **→**, **○**, **X**, **↓**, **○**, **X**.

29 *Destruction Derby*. Start a championship to enter a name. !DAMAGE! will prevent your car getting wrecked.

30 *Destruction Derby 2*. Enter the password as MACSRPOO for all tracks.

31 *Die Hard Trilogy*. For invincibility in *Die Hard*, pause the game and hold **R2** while hitting **→**, **↑**, **↓** and **■**.

32 *Doom*. Enter the following code for God mode: **↓**, **■**, **R1**, **→**, **L1**, **←**, and **○**.

33 *Driver*. For invincibility, press **L2**, **L2**, **R2**, **R2**, **L2**, **R2**, **L2**, **L1**, **L2**, **L1**.

34 *Duke Nukem: Time to Kill*. Pause the game and enter these codes slowly. If entered correctly, the screen will display the cheat. Invincible: **L2**, **R1**, **L1**, **R2**, **↑**, **↓**, **↑**, **↓**, **SELECT**, **SELECT**. All Weapons: **L1**, **L2**, **↑**, **L1**, **L2**, **↓**, **R1**, **→**, **R2**, **L1**. Infinite Ammo: **←**, **→**, **←**, **→**, **SELECT**, **←**, **→**, **←**, **→**, **SELECT**.

35 *Everybody's Golf*. For all characters and courses, remove your memory card, then press and hold **L1**, **L2**, **R1** and **R2** on the second controller, then still holding the buttons press **↑**, **↑**, **↓**, **↑**, **←**, **→**, **→**, **←**, **↑**, **↑**, **↓**, **↑**, **←**, **→**, **←** on the title screen while the logo is still in motion.

36 *Fear Effect*. For infinite health, select Credits at the options screen and then press **L1**, **▲**, **↑**, **↓**, **○**, **○**, **▲**, **■**, **↑**, **○**.

37 *Final Doom*. For invincibility, pause the game and hit **↓**, **L2**, **■**, **R1**, **→**, **L1**, **←**, **○**.

38 *Final Fantasy VII*. Hold **L1**, **L2**, **R1** and **R2** while racing a Chocobo to restore your energy bar.

39 *Formula One '97*. Go to the player name screen in the Grand Prix mode and type Billy Bonus for four extra tracks.

40 *Formula One '98*. Enter Cheesy Poofs in the edit driver name option for a stunt track.

41 *G Police*. For infinite shields press **←** and **L1** and **R2** and **■** during the mission briefing. For infinite weapons press **←** and **L2** and **R1** and **○** during the weapon review.

42 *Gex 3D*. Enter this password for all remotes collected: **■**, **○**, **R1**, **▲**, **L1**, **R1**, **L1**, **R1**, **○**, **○**, **R1**, **▲**, **L1**, **R1**, **○**, **L1**, **▲**, **○**, **R1**, **▲**, **L1**, **R1**, **○**, **L1**, **▲**, **○**, **R1**, **L1**.

43 *Grand Theft Auto*. Enter these codes as your name. All weapons - GROOVY, Max points - WEYHEY, All cities, infinite weapons and 99 lives - BSTART.

48 *Medieval*. To access a cheat menu, pause the game, and hold down **L2** and hit **↓**, **↑**, **■**, **▲**, **○**, **○**, **↓**, **↑**, **■**, **▲** (DUSTTODUST).

49 *Medieval 2*. For a cheat menu, pause the game then hold **L2** and press **←**, **↑**, **■**, **▲**, **→**, **○**, **↑**, **■** while playing. Then pause again and repeatedly press **↓**.

50 *Metal Gear Solid*. Complete the game on the easy setting after passing the torture test and you'll be awarded a save game, enabling you to start again with the Bandana. This gives infinite ammo to handheld weapons.



44 *Grand Theft Auto 2*. Try entering BIGSCORE or NAVARONE as your name.

45 *Jedi Power Battles*. To play as Darth Maul, complete the game with Qui-Gon Jinn. Then at the character selection screen, highlight Qui-Gon Jinn and press Select.

46 *Knockout Kings*. Between fights, you are given the choice of punching the heavy or speed bag. At this point, press and hold **L1**, **L2**, **R1**, and **R2** to rejuvenate energy.

47 *Masters of Teras Kasi*. Hold the **SELECT** button when a character has been chosen. Release the button when you are about to start the fight. You should now have an overweight head.

51 *Micro Machines V3*. At the name entry, "catlives" gives you nine lives in one player mode and "tanks4me" gives you tanks on all tracks.

52 *Micro Maniacs*. To access all 32 tracks, choose the "Secret Options" selection at the Options screen, then hold **SELECT** and press **▲**, **○**, **○**, **▲**, **↓**, **↑**, **↑**, **↓**.

53 *Mortal Kombat 3*. Wait for the screen after the logo screen, then on controller one press **X**, **L1**, **L2**. You should hear a noise telling you that it worked. Now don't press **START** on the Mortal Kombat icon, instead press up and a cheat menu will appear.

54 *Moto Racer*. Enter the following code on the title screen for all tracks: **↑**, **↑**, **←**, **→**, **↓**, **↓**, **■**, **R2**, **▲**, **X**.



55 *Muppet RaceMania*. For all courses, on the main title screen press **■**, **▲**, **✕**, **●**, **▲**, **✕**, **●**, **▲**, **■**, **✕**.

56 *NBA Jam Tournament Edition*. Enter BIL with a birthday of June 3 for Bill Clinton character, or FIN January 1 to automatically win the season.

57 *Need for Speed III*. Enter the following codes as your name. You will only be able to use them in single race mode. All regular cars and tracks: SPOILT, El Nino car: ROCKET, Jaguar XJR: IJAGX, Mercedes Benz: AMGRMC.

63 *Rage Racer*. For mirror tracks, select Race Start, then press and hold **L1**, **R1**, **START** and **SELECT** until the race starts.

64 *Rapid Racer*. For all powerboats, enter _BOA as a name.

65 *Rayman*. For 99 lives, enter your password as XNB9FMIZ2.

66 *Resident Evil*. Unlimited ammo. Just before the game says *Resident Evil* in the intro, hold **■**, **▲**, **R1**, **L1** and **SELECT**. Then, while still holding the buttons, select Start or Load and then press and hold **START**.

bring up the menu screen. Enter the inventory, then input **■**, **■**, **■**, **■**, **■**, **●**, **↑**, **●**, **←**, **●**, **→**, **●** for 99 lives.

73 *Spyro 2: Gateway to Glimmer*. To get every ability, pause and press **●**, **●**, **●**, **■**.

74 *Spyro Year of the Dragon*. For a Crash Bash demo, at the title screen, hold **L1** + **R2** and press **■**.

75 *Street Fighter EX Plus Alpha*. Highlight PRACTICE and push **SELECT**, **↑**, **→**, **↓**, **→** and **SELECT**.

76 *Syphon Filter*. For a level select, pause the game, highlight the map option,

of the R once, and the centre of the crosshair twice. A cheat menu will appear.

82 *TOCA Touring Cars*. Type the following codes as your name; cmgarage: extra cars, cmnohits: collision detection off, cmlograv: low gravity, xboostme: all car speeds doubled.

83 *Tomb Raider*. For all weapons and ammunition, go to your inventory and press **L1**, **▲**, **R2**, **L2**, **L2**, **R2**, **●**, and either **L1** or **L2**.

84 *Tomb Raider 2*. To get a full inventory, hold **R1** and **R2**, press **←**, **→**, **←** and then release **R2**. Then turn 360-degrees. Now

89 *Toshinden*. To get Gaia, when the title screen appears, press back, back/**↓**, **↓** and punch.

90 *Toy Story 2*. At the title screen, press **✕**, **●**, **■** for a debug mode.

91 *V-Rally*. When the Infogrames logo appears, quickly press **↑**, **↓**, **▲**, **●**, **↑**, **↓**, **▲** and **●** (last two simultaneously). Now press and hold **←**, then press **L1**, **L2**, **R1** and **R2** for loads of cheats.

92 *V-Rally 2*. To unlock everything, on the option screen hit **✕** when the game progression screen is highlighted and then press **L1**, **R1**, **←**, **→**, **←**, **→**, **↑**, **↓**, **↑**, **↓**, **✕**, **✕**, and **SELECT**. Now keep pressing **✕** and you should hear a bong.

93 *Vigilante 8*. Enter these codes at the password screen. "I will not die" gives invincibility, "monster wheels" puts large tyres on your vehicle, "deadly missile" makes your missiles do more damage, "hardest of all" makes the game very difficult, "wmnnwlhtscuclh" opens all levels and characters.

94 *WCW Nitro*. To find the hidden arenas, go into the option screen and quickly press **R1**, **R2**, **R1**, **R2** and then **SELECT**.

95 *Wipeout*. To access Rapiet class, highlight one player on the startup screen then hold down **L2**, **R2**, **←**, **START** and **SELECT**. Still holding them down, press the **✕** to move to the craft screen where the new class is available.

96 *Wipeout 2097*. For all eight tracks. Hold down **L1** and **R1** and **SELECT** at the main menu. Still holding, press **■**, **●**, **▲**, **●**, **■**.

97 *Wipeout 3*. To unlock all circuits, enter your name as WIZZPIG.

98 *Wipeout 3 Special Edition*. To unlock all the standard and bonus prototype circuits, enter A, L, L, T, R, A, C, K on the default name player option.

99 *Worms*. To get every weapon pause the game and press **✕**, **■**, **■**, **✕**, **■**, **■**, **✕**, **■**, **■**.

100 *Xena: Warrior Princess*. At the main menu press **↑**, **↑**, **↑**, **●**, **■**, **↑**, **→**, **←** for invincibility.

a ton of stuff 100 Sneakiest Cheats Ever

Sometimes videogames can be downright annoying. Unlocking everything seems impossible or you just don't seem to have enough lives to get the job done. With *PSM*'s 100 Sneakiest Cheats you'll never be stuck in a game again.

58 *Oddworld: Abe's Exoddus*. This cheat is entered on main menu screen while holding **R1** to access all levels: **↓**, **↑**, **←**, **→**, **▲**, **■**, **●**, **▲**, **■**, **●**, **↓**, **↑**, **←**, **→**.

59 *Oddworld: Abe's Oddysee*. Holding the **R1** button on the main menu, press the following buttons for a level select option: **↓**, **→**, **←**, **→**, **■**, **●**, **■**, **▲**, **●**, **■**, **→**, **←**.

60 *Overboard*. Final level password is Skull, ship, anchor, fish, skull.

61 *Pitfall 3D*. The password STEVECRANEME gives the player 99 lives.

62 *Porsche Challenge*. For jumping cars, hit **↑** and **■**, **↑** and **●**, **↑** and **■**, **↑** and **●**, **↑** and **■**, **↑** and **●**, **↑** and **■**.

67 *Ridge Racer*. Complete Galaga with a perfect score for extra cars.

68 *RollCage*. To open all the tracks, extra drivers, death matches and modes, enter the password MAXCHEAT in the password area. It will tell you that the cheat is invalid, but it's not.

69 *Rollcage Stage II*. To unlock everything, at the password entry screen enter I.WANT.IT.ALL.AND.I.WANT.IT.NO W!

70 *Shane Warne Cricket*. NOWAYEAS gives access to all classic matches.

71 *Spider-Man*. To unlock all the comic book covers, enter ALLSIXCC from the special cheats menu.

72 *Spyro The Dragon*. Press **▲** during the game to

then hold, **→**, **L2**, **R2**, **■**, **●**, **✕** simultaneously. Then enter the options screen and choose Cheats.

77 *Tekken 2*. Once you have won a battle, press **→**, **←**, **■** and **●** to make your character taunt the opponent.

78 *Tenchu*. While holding down the **R2** button, on the items select screen press **■**, **■**, **▲**, **→**, **→**, **↑**, **↓**.

79 *Tenchu 2*. To unlock every stage, at the stage select screen hold **●**, **■** and **SELECT**, then press **←**, **←**, **←**, **↑**, **→**, **↓** and **R2**.

80 *Theme Park*. Enter your name as BOVINE and then when playing press and hold **●**, **START** and **✕** for unlimited cash.

81 *Time Crisis*. At the title screen, shoot the centre

let go of **R1** and jump backward and turn in the air. You should hear a noise and your inventory will be well stocked.

85 *Tomb Raider 3*. To skip levels, press the following codes during play. **L2**, **R2**, **L2**, **L2**, **R2**, **L2**, **R2**, **L2**, **L2**, **L2**, **L2**, **L2**, **L2**, **R2**, **L2**, **R2**, **R2**, **R2**, **L2**.

86 *Tomorrow Never Dies*. Pause the game and press **SELECT**, **SELECT**, **●**, **●**, **L1**, **L1**, **R1**, **R1** for all weapons or **SELECT**, **SELECT**, **●**, **●**, **SELECT**, **●** to win the mission.

87 *Tony Hawk's Pro Skater 2*. While playing press Pause. Hold **L1** and enter **✕**, **▲**, **●**, **■**, **▲**, **↑**, **↓** for a Perfect 10.

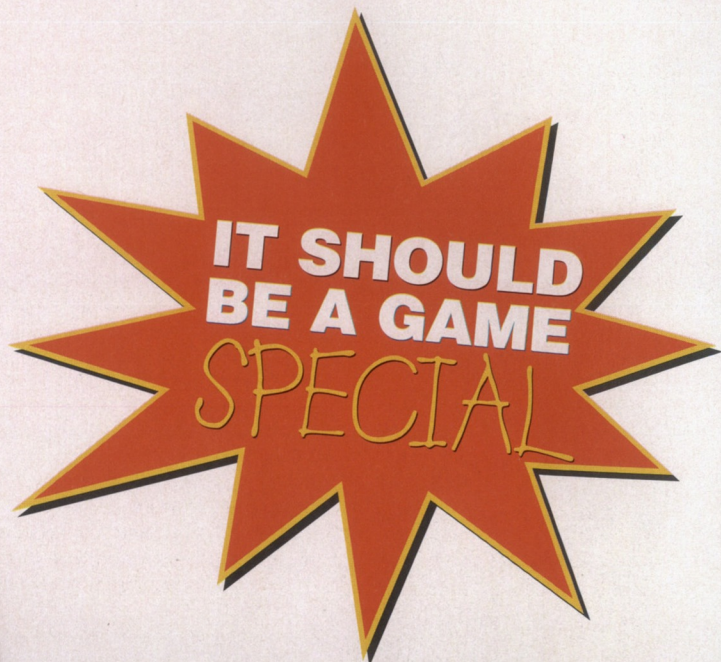
88 *Tony Hawk's Skateboarding*. For full stats, hold **L1** and press **✕**, **■**, **■**, **▲**, **↑**, **↓**.





planet playstation IT SHOULD BE A GAME

IT SHOULD BE A GAME **planet playstation**



Entertainment **BOUTIQUE**

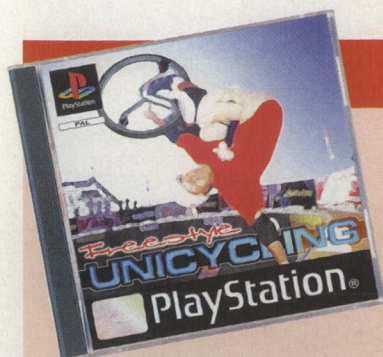
Welcome to our little games shop on the corner of a high street in a parallel universe. This is where the games that you've invented fill the shelves, while bizarre offerings with crazy names like *Metal Gear Solid* languish somewhere in a magazine office, in a box marked "It Should be a Game."

What a month for games! What a month for sales! Enter and savour our huge range of gaming delights. Oh, and meet Dingo (left), the eponymous star of the biggest selling videogame in history. Created by legendary game developer and PSM reader Sam Harmsworth, Dingo epitomises the kind of anti-hero we love so much. He's an alien creature who landed in a forest, but fell miles from his spaceship when it crashed into a mountain. Using his tongue to lick up animals that attacked him, Dingo quickly made it back to his ship only to discover it was smashed. Amazing or what?

Dingo learned to love his Earth home, decided to stay and was elected President of France. His lick attack became useless, except when guzzling fine French wines, and he grew fat before dying in *Dingo IV*. In the sequel *Dingo V: Historicals* he re-lives former glories in flashback form. Roll on next-gen Dingo. We can offer you *Dingo IV* for just \$30. Interested?

In the Entertainment Boutique our charts are brim full of superb games, from extreme sports such as *Freestyle Unicycling* to the rip-snorting *Mega Sprouts*. Check out our bundle packs and our budget range which includes the highly-rated *Baboon World*! Enjoy.

Lee Ellis, Store Manager



FREESTYLE UNICYCLING

Genre: Extreme sports sim
Developer: Niki Boyle, Newcastle

Play as World Champion unicyclist Dave Mirror, or one of twelve other Team1Wheel unicyclists, in the most realistic simulation yet of the world's favourite mad sport.

From the backyards of London's East End to the big tops of the Moscow and Peking, forge a lucrative career in the coolest sport

around and delight the crowds by learning to pull off no-handed nosebreakers, 720 degree headbouncers and over fifty other tricks including Mirror's unique 'Ballbruiser' signature move.

With more thrills than Tiddly Winks: Hardcore, more spills than Naked Wombat Wrestling and over

two hundred different modes of play, *Freestyle Unicycling* is streets ahead of *MTV Unicycling* and *Thrasher: Sit and Annoy*. OWN IT NOW!

"Absolutely unique"
Dark Monald, Official GameStation Magazine



MEGA SPROUTS

Genre: Survival horror
Developer: Darren Wood, Ipswich

Science gone wrong... human existence threatened... a young man brave and true... a legion of angry greens out to avenge the bad press they get for being really yeuuchh...

Leaping straight out of a giant saucepan and into your back yard, the vegetables of Satan himself are

here and they're not looking for the gravy dish - they're coming to tear your neighbourhood apart and eat your grandma for dinner. Only you, nerdling, small and skinny, but full of pluck and pretty mean with a SDAC (Sprout De-atomiser

Cannon), can stop them. Go to it kid, give 'em a roasting, the foul-tasting greens!

"Mutant veg have never been so well realised. Knocks *Attack Of The Killer Tomatoes* off top spot."
Les Lettuce, Computer & Vegetable Games



HIT AND RUN 3

Genre: Driving game
Developer: Laurence Piggott, Brisbane

You want a real-life driving experience? Then stop, look and listen for the latest installment of the PSone's greatest driving game.

- Improved physics engine and full Dual-Shock compatibility makes it really feel like you're running people over.
- 50 New missions, including

"Hollywood Hitman;" knock off Britney Spears with your spiked bumper or any of the new and improved "maimer" weapons.

- Over two hundred fully customisable vehicles.
- New cities including Buenos Aries, Sao Paulo and Wagga Wagga.

- Free course of post-trauma counselling with every purchase of the game.

"The most satisfyingly crunchy of all driving sims and undisputed king of the genre. It's a bumpy ride."
Ray Singdriver, Darwin



WORLD CHAMPIONSHIP POCKET BILLIARDS 2001

Genre: Sports game
Developer: Kevin Alien, Geraldton

Using the latest in motion-capture technology to bring the real feel of World Championship Pocket Billiards to life, Electronic Farts give you the season's most hotly anticipated sports sim.

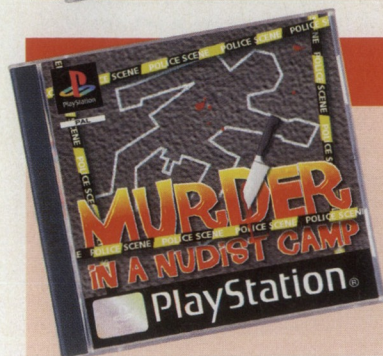
Featuring twenty of the world's top billiard players, including Dutch champion Erdinc "The Loofah"

Glopslik, American number one Carl Kochskratz and our very own drunken wonderboy, "Saggy" John Thomas.

Compete against the CPU in exhibition, league or cup competitions, or out-fiddle your mates in the frenetic Two and Four-Player Modes.

It's the game that everyone's itching to get their hands on. Play it now.

"Hilarious multiplayer modes, stunning realism and superb gameplay. You'll be back for more again and again."
Harry Halfwit, Pocket Gamer Daily



MURDERS IN A NUDIST CAMP

Genre: Survival horror
Developer: Francesca Timbers, Mosman Park

From the makers of *Fairly Quiet Hill* comes a heart-pounding thriller that'll make your skin shrivel in fear.

Something is putting the wind up the campers at Wobbly Bottom Holiday Resort and it's down to you, Naked Nicholas, and your trusty dog Little Willy, to find out

who or what the problem is.

Starting with only a sawn-off shotgun to protect your naked butt from the things that cry "Rraagghh!" you'll need a combination of smart detective work, sharp shooting and cast iron guts to progress through the levels. Eventually you'll discover the awful truth behind

the Nudist Camp Murders.

"Terrifying. You'll never want to be in the buff again." - Nik Nellis, PGM

"Fantastic graphics, cracking storyline, like it a lot!"
Little Johnny, PM

Latest news from the streets of Japan...

orient express

**Love Para - Lovely Tokyo Parapara Girls**

It'd be too easy to dismiss *Parapara*, a synchronised arm-waving 'dance,' as just another crazy Japanese youth fad. According to the experts (high school girls, obviously), *Parapara* is the modern equivalent of a traditional Japanese dance. Only now, the dancers sport high platforms, tanned skin, dyed perms and ghostly white eyeliner. Should the *Parapara* look and accessories prove too much, you can always opt for the game equivalent. Fans of Bust-A-Groove: Dance And Rhythm will feel at home with the gameplay.

**Just Can't Get Enough****The Robot Game That'll Never Die**

You'd think that fans would tire of Banpresto's long-running *Super Robot Wars* simulation series. Essentially a strategy game that features a cast of popular robots and their pilots from Japanese animation and comics, it has contributed to the continuing interest in classic '70s heroes among young gamers.

As more robot anime is produced, and subsequent versions are announced, new characters are added to the roster; the series has appeared across almost every gaming platform under the sun. Released in late March, *Super Robot Wars Alpha Gaiden* promises characters from no less than twenty-three different series, as well as original

characters created specifically for the game.

Although 'powered up' graphics and battle systems are plugged alongside the often spectacular CG movies, *Super Robot Wars'* visuals hardly tap PSone's full capabilities. Easily outperformed by others based on a particular robot show or the plethora of original mecha action games, the previous *Super Robot Wars* release nevertheless managed to become a top-seller in the robot game genre.

"Why should I buy a game with one of my favourite robots when I can get a game with all of them?" asks Seiji Kondo, a fan who's been playing the series since its Sega Saturn incarnation. Even after buying a PS2, *Super Robot Wars Alpha* is the only title he plays on the system. "The great thing about the game is that all of your favourite characters can fight together, and it's like you're fighting with them."

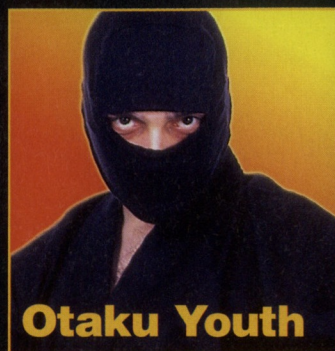
"The graphics may not be the best," he says, comparing it to the likes of Square's *Front Mission 3*, "but the situation and familiar heroic characters make up for it."

Of course, he'd like to see a *Super Robot Wars* game with full 3D characters who display damage as the battles wear on, but that may be some time off.

"Why should I buy a game with one of my favourite robots when I can get a game with all of them?"

**Panzer Front Biz**

Fans of the 3D tank battle sim *Panzer Front* could do a lot worse than shell out the yen for its sequel, *Panzer Front Biz*. In the original, players sided with their national army of choice and were whisked off to stages (based on real battle sites and events) at the helm of some serious caterpillar-treaded mobile armour. Each stage had to be completed with a specific tank, and while the game exuded realistic handling and design, original vehicle designs by famed manga and anime artists (who also happened to be tank freaks) were also available.

**Otaku Youth****Dream Droids and Love Talk**

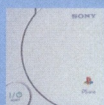
There's more to NTT DoCoMo's i-Appli mobile phones than just games. Sure, *Galaxian*, *Space Invaders*, *Samba De Amigo* and even RPGs have been announced for the Java-equipped babies, but toy maker Takara has gone several notches better with a remote-controlled robot, Dream Force 01!

With a decent range of mobility, as well as a head-mounted camera for a first-person Robocam view, robot fetishists are frothing at the mouth over it already. They ain't cheap, though, ranging from 48,000 to 98,000 yen (\$600 - \$1200). Takara reckons Dream Force 01 can be used for chores like feeding the cat - not sure that'd be a hit with the house moggy. *Kero Kero King*, the golf game that substitutes frogs for balls and a cast of freaks for competitors, has inevitably spawned a range of soft toys. A Valentine's Day campaign in association with a variety show resulted in a special gift pack containing a Love Message T-shirt. Featuring a games character and blank spaces to announce your love or 'friendship,' it also includes spaces for your intended's weight and body proportions. Now that's bound to be a hit with the chicks.

**DO NOT USE AS
INSECT REPELLANT**



OBEY YOUR THIRST. DRINK SPRITE.



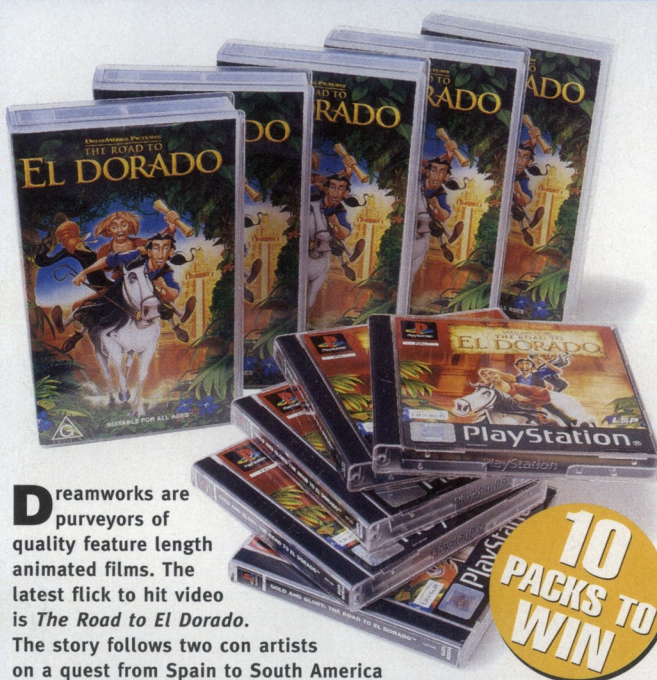
planet playstation FREEBIES

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freebies

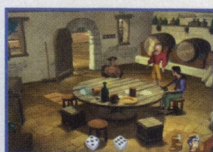
Free goodies the PSM team has rounded up just for you...

On the Road with El Dorado



Dreamworks are purveyors of quality feature length animated films. The latest flick to hit video is *The Road to El Dorado*. The story follows two con artists on a quest from Spain to South America as they search for the mythical City of Gold, El Dorado. Along the way they meet a friendly armadillo and there's even a bit of romance (with Rosie Perez's character, not each other). Do they find the city? Do they get funky with Rosie Perez? Is there a happy ending? All these puzzles can be solved by simply watching the movie which stars Kevin Kline and Kenneth Brannagh as the voices of the two heroes. We have ten *El Dorado* packs to give away to some lucky readers. Each pack includes a VHS video copy of the movie and a copy of the game for PSone. This is one game that no Dreamworks fan can be without. For a chance to win send in an entry marked "El Dorado Comp." On the back simply write down the name of any other movie which Kenneth Brannagh or Kevin Kline have starred in.

10 PACKS TO WIN



HOW TO ENTER

Conditions Of Entry
1. Instructions on "How To Enter" form part of these Conditions of Entry. The competition is open to all Australian and NZ residents between April 25, 2001 and last mail May 29, 2001. Employees and the immediate families of the promoter and its agencies associated with the promotion are not eligible to enter.
2. Enter as often as you wish by completing an entry as instructed above, including your address details, and sending entries to: Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028.

Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close May 29, 2001 and winners will be published in the June 2001 issue of PSM. Good luck!

3. Prizes will be drawn on May 31, 2001. Prize winners will be notified by mail and the winners names will be published in the July issue of Official PlayStation Magazine.
4. The judge's decision in relation to any aspect of the competition is final and binding on each person who enters. No correspondence will be entered into. No responsibility is accepted for late or misdirected mail.
5. All entries become the property of ACP Publishing and may be used in future marketing exercises. All entries will be entered into

Hail to the King

Hot on the heels of last month's mammoth *Evil Dead* giveaway, THQ has offered up some more prizes for five lucky readers. There are a few different prize packs. We have one pack which includes a mounted CD and autographed poster, standee and copy of *Evil Dead: Hail to the King*. Two lucky readers can score a standee and game, with a further two winning a game each. For a chance to win send an envelope marked "Evil Dead Poster Comp" and on the back, in fifteen words or less tell us why you are an *Evil Dead* fan.



Welcome to the World of Chaos



We're not entirely sure what a *Chaos Break* is (apart from being the title to this survival horror spook-a-thon) but OziSoft have given us five copies of the game to pass on to some fortunate readers. Maybe it's the name of a new cyber, techno, funk, punk, hip hop, hybrid, rock band. Maybe when it's time for a *Chaos Break* it's time for a Kit Kat. For a chance to win send an entry into "Chaos Break Comp." On the back of the envelope write what you think a *Chaos Break* is. The funniest answers will win.

Competition Winners

Legend of Dragoon: Tenille Young Qld, Katie Babkoff Qld, Daniel Ryan NSW, Clayton Turner Qld, Renton Johnson Qld, Gaye Egan Qld, Lazaros Condos NSW, S Burness Qld, John de Jong NT, John Middlemiss WA.

WWF SmackDown 2: Matt Pitman Vic, Chris Pearce SA, Daniel Carey Vic, Mark Baldock NSW, D Scott NSW, W Stock SA, Geoff Willows SA, Terry Becker Qld, Dave Mackenzie Vic, Jamie Garret NSW.

a database and the promoter may use the Australian entrants' names and addresses for future promotional, marketing and publicity purposes unless otherwise advised by the entrant. As per the provisions of the New Zealand Privacy Act, all personal details of New Zealand entrants will be stored at the office of the promoter. A request to access, update and correct any information should be directed to that office.

6. Prizes include 10 x *Road to El Dorado* videos valued @ \$29.95 each, 10 x *Gold and Glory: Road to El Dorado* games valued @ \$59.95

each, 5 x *Chaos Break* games valued @ \$49.95 each, 5 x *Evil Dead: Hail to the King* games valued @ \$69.95, 3x *Evil Dead* standees valued at \$49.95, 1 x mounted *Evil Dead* CD and autographed photograph valued @ \$250.00. Total prize value at April 10, 2001 \$2398.35. All prizes are valued in Australian dollars. Prizes are not transferable or redeemable for cash.

7. The Promoter is ACP Publishing Pty Ltd (ACN 053 273 546), 54 Park Street, Sydney NSW 1028.

PHOTOGRAPHY SARAH CALLISTER



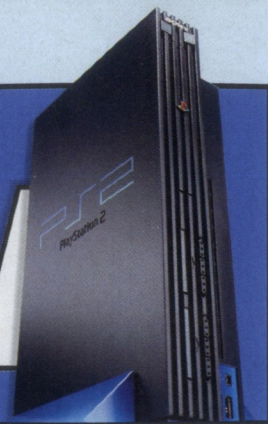
Strawberry Sundae.



Get a hole lot more out of life.

PS2view

Games Film Music Life... The latest PS2 news and previews



Sonic Boom For PS2 Gamers

Sega prepares to port Dreamcast games to PS2.

Sega's decision to stop making Dreamcasts and focus on software development means more good news for PS2 gamers. Sony's long-time rival intends to port many of its successful DC licences on to PS2 over the coming months.

Acclaim will be the first publisher to convert some of the catalogue to PS2, releasing *Crazy Taxi* in May and two further titles, truck racer *18-Wheeler* and side-scrolling beat 'em up *Zombie Revenge*, in late June.

The first Sega in-house titles to make the leap will be the impressive looking *Virtua Fighter 4*, Sega's answer to *Tekken Tag*, and *Space Channel 5*, both of which are due in September. *Space Channel 5* is a dancing game, similar to *Dancing Stage Euro Mix* and *Jungle Book Groove Party*. Further, as yet unconfirmed, titles from Sega's line-up will be making their way to PS2 during late 2001-early 2002.

PS2: Hard As Nails

The next generation gets ready for the internet access with the PS2 hard drive.

Online gaming for PS2 has moved a step closer after Sony announced plans to expand PS2's hardware capabilities before Christmas.

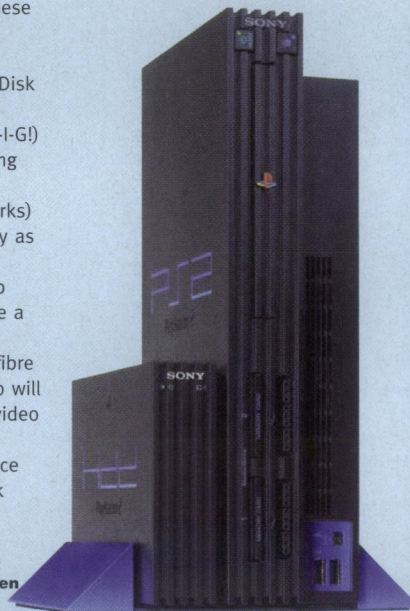
Sony's intention has always been to develop PS2 into a 'home entertainment' machine rather than just a games console and the current crop of add-ons arriving in Japanese shops over the next few months reinforces this.

The long-awaited HDD (Hard Disk Drive), which will contain a 40-gigabyte storage space (that's B-I-G!) and a 100Mbps interface (enabling large chunks of data to stream smoothly from broadband networks) will be available in Japan as early as July.

In addition, Sony will team up with Namco and Sega to produce a new machine based on PS2 that employs state-of-the-art optical fibre network technologies. The set-up will include a PS2, display monitor, video camera and broadband network connection. The broadband service will give users access to network games, e-commerce, digital

animation and other Internet content requiring a high-speed modem connection.

Phew! It doesn't end there. Sony will be releasing a cable that connects i-mode mobile phones to not only the PSone but also to PS2. This sees the light of day in March in Japan.



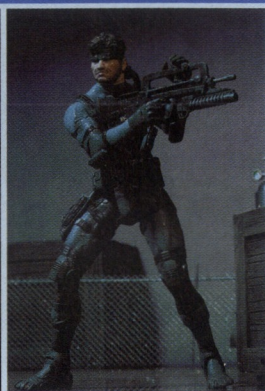
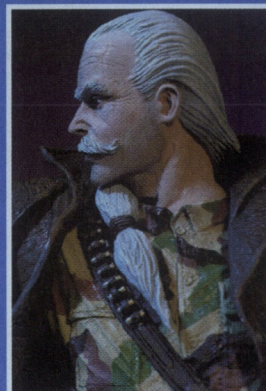
The PS2 was already the sexiest machine on the block but it's even funkier now.

Snake Gets Plastic Surgery

Metal Gear Solid 2 action figures.

McFarlane Toys, purveyor of fine plastic action figures, has unveiled its line-up of *Metal Gear Solid 2* character models. The company produced figures for the original game and the second series of replicas look as good as the first.

There are seven highly detailed figures in the range, including hero Solid Snake, complete with an arsenal of weapons, and baddies Revolver Ocelot and Olga. The identities of three more of the *Metal Gear* operatives are currently shrouded in secrecy, with only shadowy outlines of the figures available for viewing in McFarlane's online catalogue.



PS2 ROUND UP

Square is stepping up the pace on *Final Fantasy X*, the first of the series to hit PS2. The story revolves around a young warrior by the name of Tidus who, in time-honoured fashion, wields a huge sword and falls for a pretty lady-mage.

Alone In The Dark: The New Nightmare promises great things, but now, Infogrames has announced that it'll be coming to PS2 as well. It'll essentially be the same game, but with fruitier graphics and top FMV.

As high-profile role-playing games go, *Baldur's Gate II* is certainly up there. Interplay has announced that it's porting the PC adventure to PS2. Whether it'll be compatible with PS2's online capabilities is unclear, however.





MINERS
UNITE



PlayStation 2

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Publisher: JOAG **Developer:** Bungie Software **Release date:** Out now **Origin:** US **Style:** Action

Oni

Oni fools rush in... Experts pick them off from a distance. Welcome to a unique game.

O*ni* is one of those curious games that tries to be a Jack (or should that be a Jill?) of all trades. It's a shooter, a beat 'em up, an adventure game and, to a small extent, a platformer, all rolled into one. But far from being 'master of none,' *Oni* excels at pretty much everything it does, unlike similar titles.

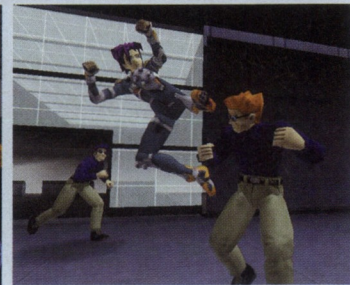
As Konoko, GM super-agent and funky anime chick, you need to work your way through seventeen levels jam-packed with puzzles, secrets and death-spitting baddies. And while lovely graphics, spot-on sound effects and anime styling are certainly the garnishes, the main ingredient is combat. Rather than styling itself specifically as a shooter or a beat 'em up, *Oni* is both at once. To pick off your enemies from a distance is always a pleasure, of course, but there are times, such as when several guys attack you at once,

that you'll need to resort to using your boots and fists to fell your foes. In fact, you'll do a lot more fighting than shooting. You have a huge repertoire of moves at your fingertips - there are punch and kick combos, throws, flying kicks, stomp attacks for hitting them when they're down. Pretty much everything you'd expect from a dedicated beat 'em up, in fact.

AI Bickham



Oni manages to have an excellent cross section of genres represented.



Publisher: EA **Developer:** EA **Release date:** Out now **Origin:** US **Style:** Shooter

"In multiplayer the split-screen mode works beautifully."



Quake III Revolution

It's game over for *Time Splitters* as the king of the first-person shooters rolls out on the PS2.

a few weeks ago, PS2 *Quake III* was little more than a hushed rumour. And then... blam! And you know what? It's bloody marvelous. Now, all this has come as a bit of a surprise - victory against the odds, you might say. We were a bit pessimistic about *Quake III*'s chances, after all the game has no online capabilities and it doesn't support a USB keyboard/mouse combo. Don't these two factors - essential to *QIII*'s success on the PC - add up to a bit of

a problem for this version?

The answer is 'no.' In multiplayer the split-screen mode works beautifully, and there are such a massive variety of different pad configuration options that you're assured of finding one that works for you.

To lend the game some longevity, each character model you use has his own characteristics, and his skills in different areas rise as you play through the single-player campaign. His appearance changes as well, gaining scars and bruises as he takes hits. Save your character on a Memory Card, plug it into your mate's PS2, and you'll be able to use him in multiplayer games.

Given the nature of *Quake*, the single-player campaign boasts a surprising level of variety. There are a fair few standard deathmatches to work through, but there are also a good number of team games and other objective-based levels.

AI Bickham





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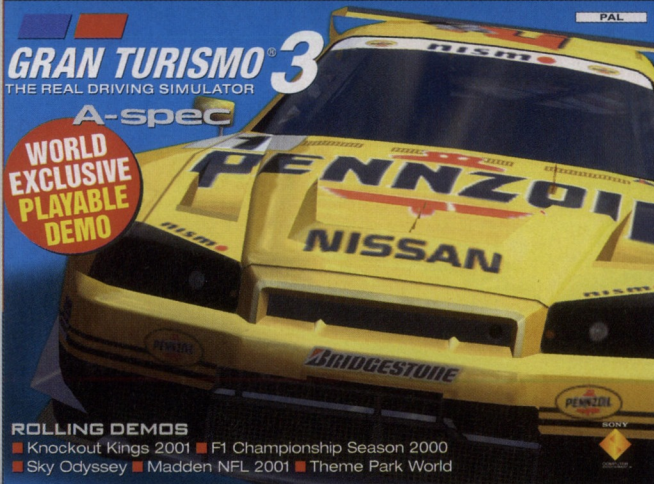
HOT ENOUGH?

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feedback

Rants • Raves • It Should Be A Game • Ask Nina • Rage Against The Machine



CALLING MR JONES

I have been reading your magazine ever since I got a PlayStation, all the way back at issue 18 and I have been very happy with the content and demo disc, but one of your comments in PSM 41 really offended me. I am a 14 year old, with the last name of Jones. Your comment about 'the Joneses will be dead jealous' in your Ton of Stuff was offensive and could easily have been changed to 'the next door neighbours will be dead jealous.' Please take note of this in further printings, and keep up the good work!

Sincerely,
Graham Jones

SEXY SCREEN

I am the proud new owner of a PSone console. I have never, before, owned a PlayStation in my life. I am anxiously awaiting for Sony to announce when the colour screen for the PSone will be available to purchase. I love the small, compact size of the new PSone, which will have a lot of accessory expansion in months to come. I have discovered that the PSone already has fastening holes on the back of the unit with normal screw threads, to be used when attaching the TFT colour screen. The video plug goes into the standard video out plug. This way, the screen is firmly screwed into the console. Keep up the great magazine.

Rodney Mayhew

You're not the only one who has fallen in love with the spiffy, compact PSone. I bought one as well even though I already owned a PSX. The screen for the PSone will be available in the latter half of the year.



"Keeping up with the Joneses" is an old expression which means competing with your neighbours. Sorry, if it upset you so much but we didn't invent it and since you knew what was meant by it you can't really complain about our usage of it. Just lighten up a bit and be glad that you have such a famous name.

SHEN-POO

I was thinking that some Dreamcast games should come out onto the PS2 as there are some really good Sega games around such as the game called *Shenmue*, which is the best game. You have to play it. Is there any chance of this game coming out onto the PS2.

Nicholas Campbell

I haven't heard whether *Shenmue* will be one of the Dreamcast games to be ported to the PS2. Truth is I didn't like *Shenmue* anyway. I'd much prefer *Virtua Tennis*. *Shenmue* looks nice but is a bit boring in the gameplay stakes.



TRUE TEAMWORK

After recently getting *Final Fantasy IX* I've been wondering if anybody has every tried the multi-controller feature which allows a second person to control certain characters in battle. It may seem useless but after getting my cousin to control Steiner in a party of four, it made the battles easier and more enjoyable. Anybody willing to try this action be aware: it takes complete and total cooperation to get through these battles.

YimYan

That sounds pretty sweet. I haven't played *FFIX* through as a team but I do remember a couple of great, but strange, co-operative games from way back. *Space Invaders* on the Atari 2600 allowed two players to share the one space craft. One player could move it left and the other right with firing alternating. It wasn't the most efficient way to play but it was a lot of fun. The other game was *Sonic the Hedgehog 2*. Player One control the hedgehog while the second player used Tales (his fox-like partner). Tales was invincible but the screen didn't actually follow him so you could wander off and disappear for while.

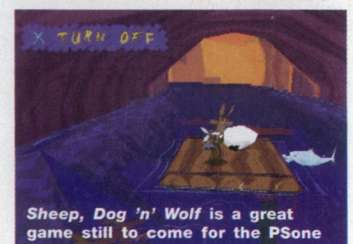
FUTURE'S SO BRIGHT

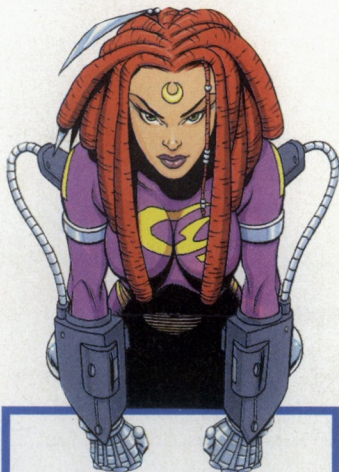
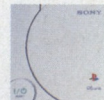
Hello, great mag and everything. I just bought a PSone and it's great! But one question popped up into my head. Since consoles like the X-Box, Gamecube and the, already out, PS2 are about to dominate the market, we all know that the bad news is, eventually, like consoles before its time, PSone and its accessories will slowly fade away from the shops in the not too distant future. Could you please confirm my hypothesis (hopefully I am wrong). If I am right, could you give me an estimation of when this would take place. And also when this day of Armageddon does come, could you tell me how soon the PSone games would be rolling off the shelves forever?

Mark

Just like the Super Nintendo and Sega Megadrive before it the PSone will be put out to pasture. This will be a sad day for all of us but PSone has had a very good run.

Think about it. It has outlasted its launch competitor, the Sega Saturn, and will probably outlast its successor, the Sega Dreamcast. The N64 was released much later and its future releases can be counted on one hand. That's three direct competitors that the PlayStation has out lasted. The best part is that the end of the PSone is not in sight. New games are being announced





ask nina

Q. Can you, please, find me some cheats for *Time Crisis*?

Nick

A. After choosing the Normal Story mode you can select either Normal or Time Attack. If you shoot off screen, instead of selecting either, it assumes that you are completely crap and the option for an easy mode appears.



Q. I was wondering if there is a fourth *Resident Evil* in the process of being made because me and my friends have clocked them all and are wondering when the next one is due? Will it have Jill Valentine in it? She's my favourite *Resident Evil* character.

H Brown

A. The fourth *Resident Evil* game is *Resident Evil: Code Veronica*. It will be released on the PS2 shortly. Unfortunately there are no plans to make this for the PSone. There are other survival-horror games which you may not have tried out. The two *Dino Crisis* games are from the makers of *Resident Evil* or you may wish to look at *Silent Hill*. Jill is not one of the playable characters in *Code Veronica*, but both Chris and Claire Redfield return.

every week for the PSone. Developers are still supporting it. When that's combined with the recent re-packaging and the backwards compatibility of the PS2 the future looks pretty bright. The PS2 is the only next gen console that's out yet. The Gamecube and X-Box will probably not be released until after Christmas and even then it will take a while before they manage to sell enough consoles to be a threat to the PSone. When all of this is taken into account I think a short guess would be sometime in 2003, but even then games will still be available, and at bargain prices for another eighteen months.

BACK ISSUES

Hi there! Let me start off this letter by saying that your magazine is the best mag I have ever read! It has everything you could possibly ask for in a PlayStation mag. I was just wondering, on your most recent back issues page, you have only pictured magazines back to issue #35. Is it possible to purchase magazines before this? I need to complete my collection. Thanks, and keep up the good effort on the mag!

From Jayden Leggett.

I can't tell you exactly which issues are available in our back catalogue but they go back further than the

last few. The page would be a bit cramped if we tried to squeeze all the covers on and most readers are generally after a recent issue they missed. For any back issue enquiries you should phone the hotline number listed on the back issue page.

HI YA

Where's Richie gone?

Ben Harvey

Richie is still floating around *PSM Towers* but now most of his time is spent on the new PS2 mag.

BOTTLES OF BEER

Hi everyone at *PSM Towers*. I'm fourteen years old. I wrote to Nino a year or two ago and he said that you can never have too many games and that was when I had thirteen and now I have thirty-two. Do I have too many games now? I am trying to get a PS2. I have sung *Fifty Bottles of Beer on the Wall* three times in one night and my Dad has not cracked. I have tried everything. Can you, please help?

Matthew Hamm, Qld

You can only have too many games if you don't play them all. Maybe you should try singing *1000 Bottles of Beer on the Wall*.

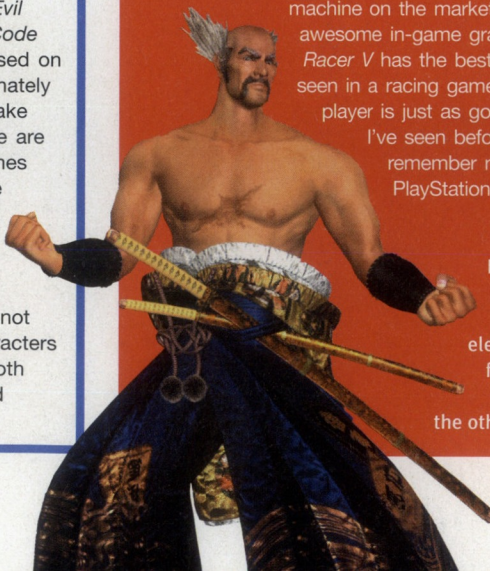
Rage Against The Machine

RIPPED OFF?

I've been collecting your excellent magazine from the beginning and have followed all information on the PS2 and would have to disagree with Regan Travers' comment in issue 40 about how much of a disappointment the PS2 is. Ever since I handed over my \$749 I believe it is the best machine on the market at the moment. *TTT* has awesome in-game graphics as well as films and *Ridge Racer V* has the best in-game graphics I have ever seen in a racing game. I also believe that the DVD player is just as good, possibly even better, than any I've seen before. Thanks for your time, and remember not to underestimate the power of PlayStation.

Chris Sindel

I don't think that the PS2 is a disappointment in any way. The price may seem a bit steep but all new electrical goods are expensive when first released. I think it's worth the money for *Time Splitters*, alone. All the other cool games are simply a bonus.



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Writer: Jon Smith Photos: Craig Stennet

How safe is

Once you submit to the power of PlayStation, your mind is no longer your own. Check your mental status with our 100% scientific tests, and see how far you've succumbed to gamey brain-mangling.

That grey (or white) pleasurebox beneath your telly is more than a sense-tingling game-juicer. It's a machine which can permanently alter the way you think and feel without you even realising it! Night after night, it trains you to respond to extreme stimuli at the highest imaginable speeds. Weekend after weekend, your humble PSone is messing with your brainlobes - playing mind games whose long-term effects that were unknown, until now!

Fact: Anyone who drives a car has surely had a *Gran Turismo* moment, instinctively piling on the power as they come out of a corner, then suddenly realising that there's no International Licence at stake on the way to the pub. And who hasn't dreamt of dogs made solely from *Bust-A-Move* bubbles?

But how far does this head-meddling go? What level of mental modification can be classed as 'safe' and what could take you into an emotional time bomb? With the best interests of society at heart, *PSM* feels it is your duty to conduct a scientific personality audit. Accordingly, we offer the following tests, to help you evaluate the impact of PlayStation exposure on your brain.

Picture The Scene...

1. Strolling down the street, you notice a tiresome old acquaintance walking towards you - a bit like that bloke in *Groundhog Day* who Bill Murray dislikes. Luckily, they haven't seen you approach. Do you...

- a) Force your face into a jaw-clenched smile, and greet them as politely as possible ☐
- b) Lower your head, hunch your shoulders, stare at the pavement, and try to skulk past them without being spotted ☐
- c) Press your back against a nearby wall, lurk in the shadows until they've walked past you, then leap out, grapple them from behind and snap their weak human neck like a twig with your bare feet ☐

2. You've got to meet a business contact in a bar across town. To get there as quickly as possible, do you...

- a) Take a bus ☐
- b) Take a cab ☐
- c) Sprint into the nearest road, force a passing vehicle to a screaming stop, yank the driver from the driving seat and take off at top speed, making sure you maim, mangle and generally kill dead as many pedestrians as possible along the way ☐

3. You're considering an exotic holiday. What is your primary consideration as you flick through the pile of brochures for a suitable destination?

- a) Beach quality ☐
- b) Potential party atmosphere ☐
- c) Likelihood of stumbling across ancient artifacts while sporting vest and pants ☐

4. You've just been beaten to a stinking pulp in a vicious one-on-one street brawl. Do you..

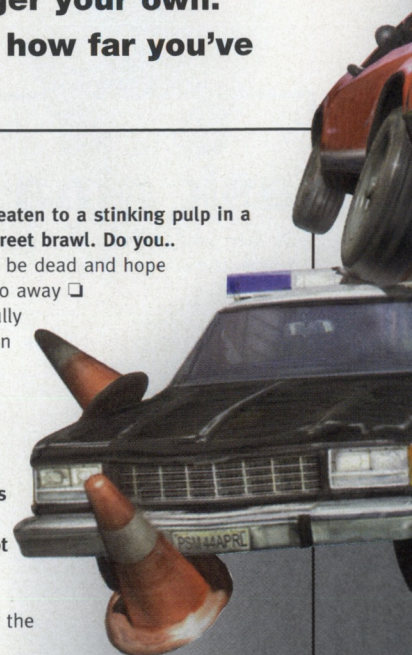
- a) Lie still, pretend to be dead and hope your antagonist will go away ☐
- b) Get up, smile ruefully at your opponent, then hurry to the nearest hospital ☐
- c) Proclaim, "Best of three, good sir?" ☐

5. Mr Chemist informs you that he doesn't seem to have any foot spray in stock at the moment. Do you...

- a) Try the place down the street ☐
- b) Shrug manfully and buy some deodorant instead ☐
- c) Offer to get him the ingredients he requires by stealing the crystal treasures of B'Koch. Or praying at the erotic shrines of Muun. Or travelling to the foul-smelling ice-world of Calendrixia. Or... ☐

6. At the first sign of a helpful police car, do you...

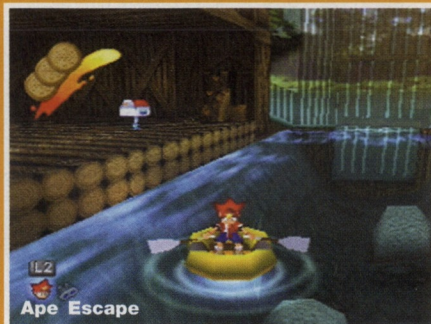
- a) Check your speedometer and make sure you're under the limit ☐
- b) Try not to look suspicious ☐
- c) Ram the cop car, then leg through as many cardboard boxes as possible in making your getaway, chuckling like a god ☐



Videogame Violence: The Great Debate



Quake II



Ape Escape

After playing *Quake II*, do you feel...

- a) More likely to commit an act of rocket-launched violence ☐
- b) Less likely to commit an act of rocket-launched violence ☐
- c) Achtung! Monster! Kill their faces with rockets of death and purity! Leave me be with my soul and my life! ☐

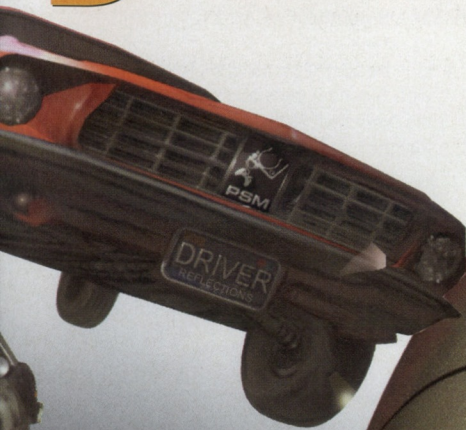
After playing *Ape Escape*, do you feel...

- a) More likely to run around capturing monkeys in big nets ☐
- b) Less likely to run around capturing monkeys in big nets ☐
- c) I R monkey! I R run from net! I R pick toes in public park! ☐

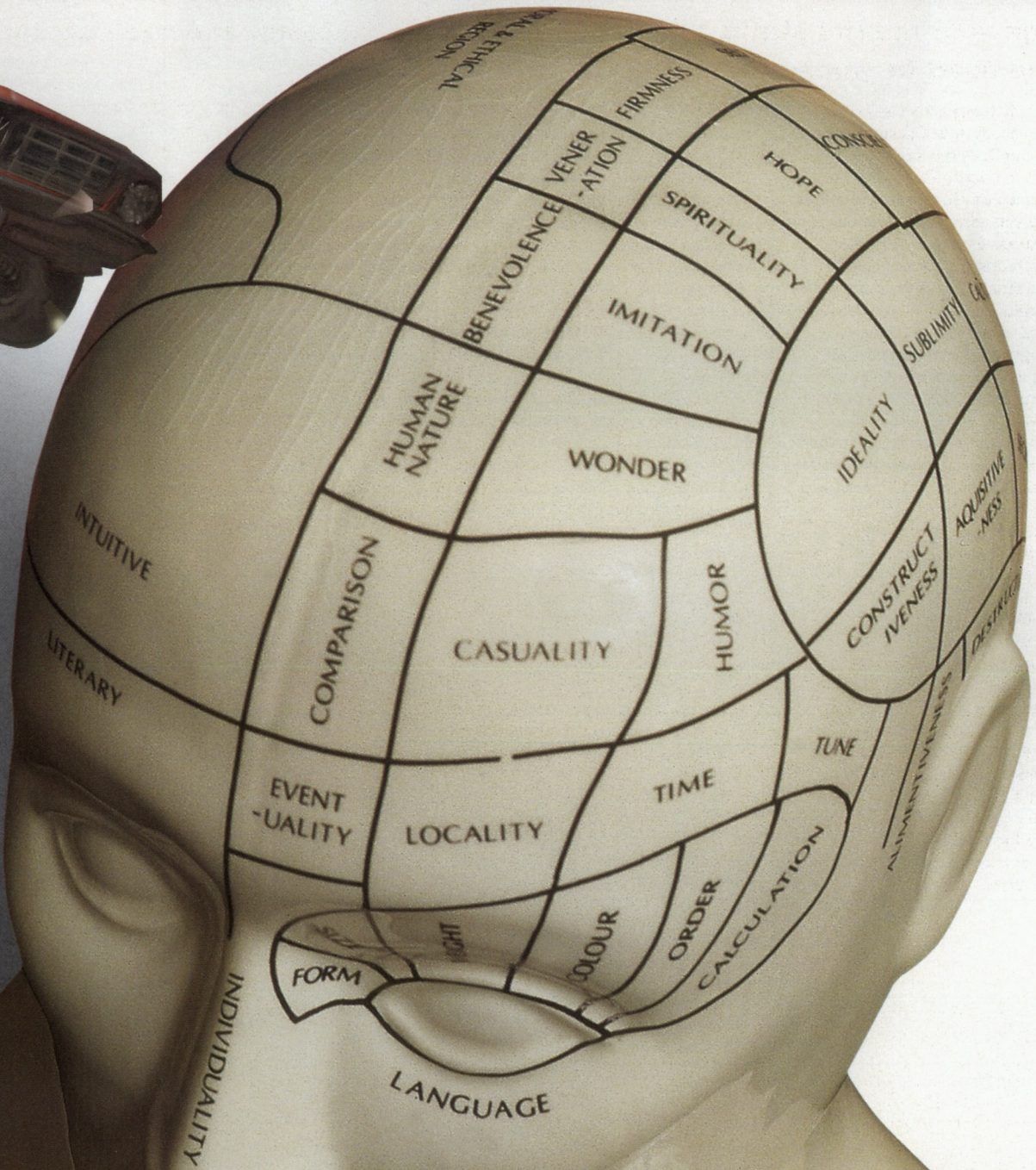


your head?

special feature PSYCHO-LOGICAL TEST



“And who hasn’t dreamt of a dog made entirely of **Bust-A-Move** bubbles?”





How safe is your head?

What If...

7. While investigating strange noises coming from the cellar, you spy the sleek black form of a rat scuttling towards you. What do you do?

- a) Beat a hasty retreat, then call in a man from the local council to deal with said rodent infestation ☐
- b) Scare the animal away with a couple of hand claps and a well-aimed kick. After all, it's only a rat ☐
- c) Sneer, then shoot the creature to death with twin automatic pistols. Or perhaps a double-barreled shotgun. They're nice ☐

8. Unlikely as it sounds, you come face to face with a huge, fire-snorting, people-stomping, laser-eyed robo-beast intent on your destruction. It's six times your size, with the strength of two hundred men and enough weaponry to demolish an entire continent or seven. Do you...

- a) Run like hell ☐
- b) Fall to your knees in shock ☐
- c) Crouch under a handy branch and try to figure out its attack pattern ☐

9. You wake up from a long period of unconsciousness to find yourself in an unfamiliar wooden house, tended by



a strange woman. She tells you that her village has recently been raided by villainous minions of the local overlord. What do you say?

- a) "Oh, really? And is that the time? Well, I'd best be on my way, ta." ☐
- b) "Well, cheers for the bed, but I really don't see how this affects me. Surely it's a matter for the authorities." ☐
- c) "Verily I vow to take on their entire army single-handedly, and save this fair land from whatever terrible fate you reckon has befallen it!" ☐

10. Trapped in the corner of a dark deserted mansion as a gaggle of bloodthirsty zombies converge upon you, do you...

- a) Curl up into a whimpering ball ☐
- b) Take them with your bare fists, and die fighting ☐
- c) Spend your last few seconds wondering why there isn't a Pause button ☐

What do you see...

- a) A butterfly
- b) A face
- c) A freakishly limbless nightmare beast with bleeding eyes and a nose bigger than his body and Christ on a bike, it's bloody Rayman! Get it off me! Mother!



Have You Ever...

- Referred to your shoulder bag as your inventory?
- Tried to find your boss' weak point?
- Found yourself reaching for a pistol at the sight of a security camera?
- Attempted any kind of combo move?
- Tried to powerslide a shopping trolley?
- Spent the evening skulking about town in a wee-stained cardboard box?

Yes/No
Yes/No
Yes/No
Yes/No
Yes/No
Yes/No

"You spy the sleek, black form of a rat scuttling by you"

Score Spot

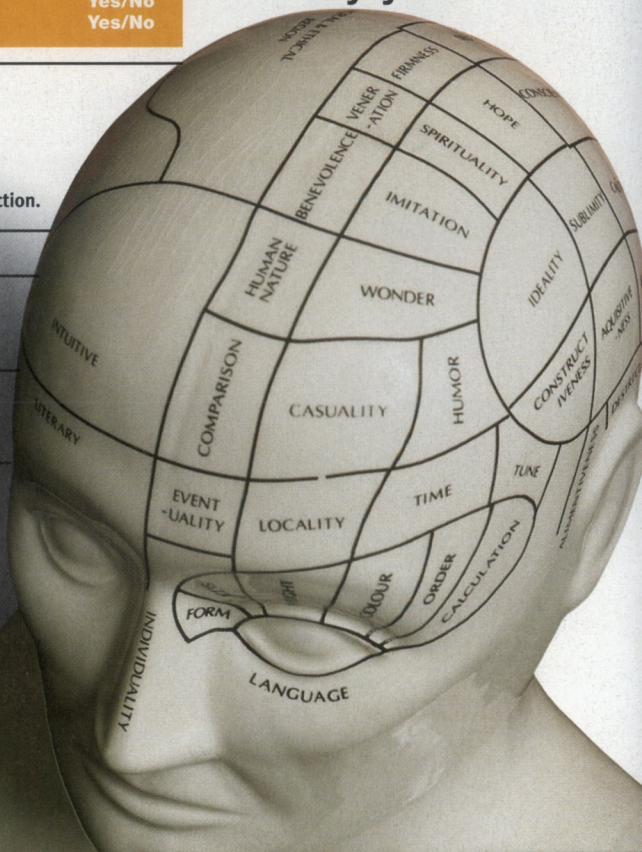
It's time to evaluate your answers and discover your final Mental Integrity Rating (MIR).

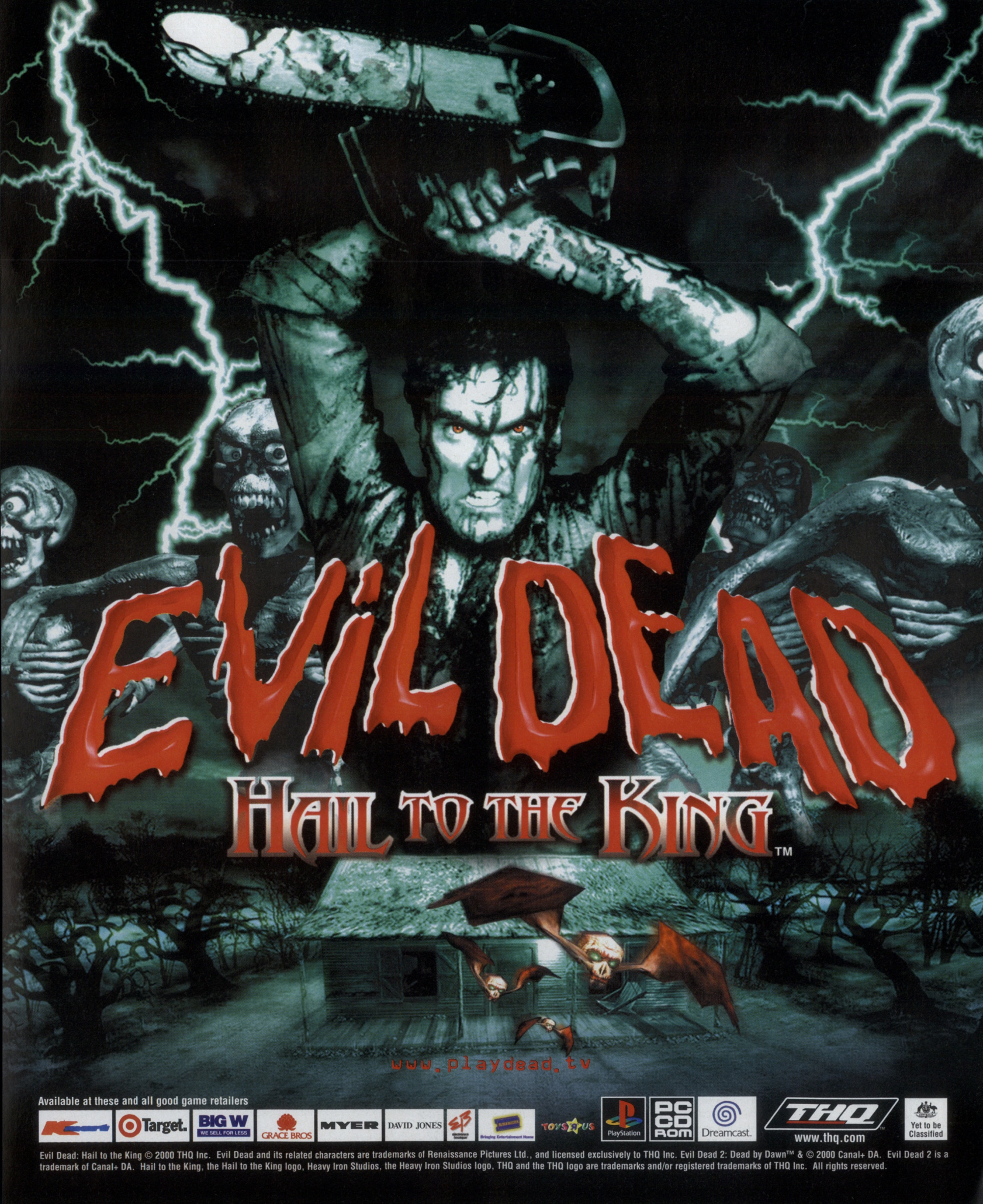
How much has your brain been altered by game exposure?

Score one point for every 'C' answer you picked, and one for each 'Yes' in the 'Have You Ever...' section.

Score	MIR	Evaluation
Zero	High	You have complete control over your faculties, and remain impassively uninfluenced by your PlayStation experiences. Hey, maybe you haven't played enough games yet!
Between Zero & Four	Medium	Between zero and four You are somewhat vulnerable to game-induced suggestion but your capacity for getting carried away remains within healthy limits.
More than Four	Low	More than four Low Alert! Alert! You are game bonkers and in grave danger of losing Mental Integrity. Report at once to your nearest Brain Readjustment Centre, where your polygonal thought habits can be scientifically leaked from your skull through hard labour and the administration of powerful but very legal braindrugs. And don't call us.

Whatever your rating, don't worry. PSM's brain mechanics believe that prolonged PlayStation use actually makes you very cleverer, more resourceful, and more imaginative. But if you got more than four, still don't call us.



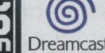
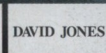


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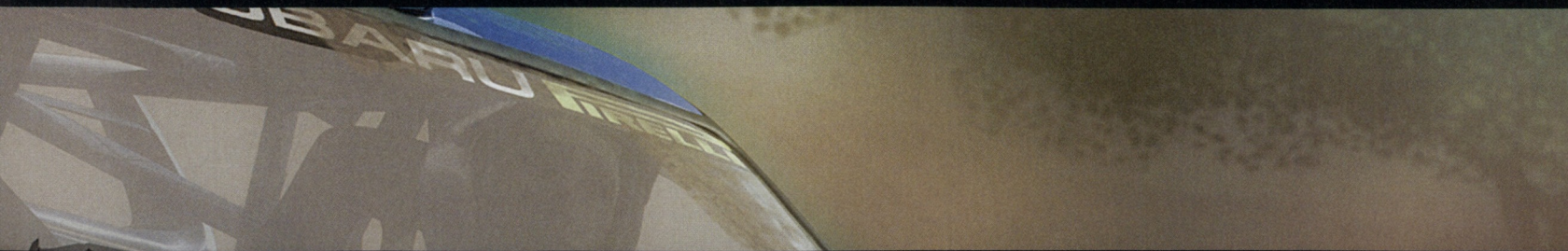
THE 50 BEST



GAMES



One of the main reasons why Sony has sold over 75 million PlayStation
a PSone, looking at the hundreds of games packed onto shop shelves
Jason Hill has compiled **The Best 50 PlayStation Games Ever.**



PLAYSTATION



EVER



consoles is the massive range of games available. But if you've just bought can be dizzying. To help *PSM* readers assemble a classic gaming library, All these games offer a lasting challenge and are endless fun for gamers.



50. Command & Conquer Series

The best selling strategy titles that made wargames fun again. Deliciously easy to play, and once you begin it's difficult to stop. Action is frantic and you have to make split-second strategic decisions.

49. Vagrant Story

A superb role playing game from masters of the genre, Square. It combines an innovative fighting system with incredible depth. So satisfying it's worth playing again when you're finally finished.

46. Dino Crisis Series

The survival horror genre received a facelift of Jurassic proportions, and Capcom produced another classic series. You will scream. And you just might need new underwear. The Dino Crisis games have bags of atmosphere and combine pant-wetting terror, heart-racing excitement and mind-bending puzzles. Shockingly good.

45. Muppet RaceMania

Those furry funsters really gave Crash and his mates a run for their money. The game stars every Muppet

44. Colony Wars Series

The best space combat games available on PSone, with complex and varied missions, deep storylines, exciting fighting action and impressive visuals.

43. Music Series

Remarkably complex and flexible yet easy to use tools for creating your own tunes. *Music* and *Music 2000* are not toys, instead a professional-sounding combination of sequencer and synthesizer with hundreds of hip samples to fiddle with. Play that funky music, white boy.

37. Hogs of War

The bacon boys hog your attention and make you squeal with excitement. These mad porkers try to roast the opposition with anything they can get their trotters on. Multiplayer battles are hilarious and surprisingly tactical.

36. Circuit Breakers

A manic, action-packed racing game in the *Micro Machines* mold. Up to four players can battle on thirty-two tracks across eight spectacular three-dimensional worlds. The game's strength is the track design.

50. Command & Conquer Series 49. Vagrant Story 48. Super
RaceMania 44. Colony Wars Series 43. Music Series 42. Silent
Need for Speed Series 38. Rollcage Series 37. Hogs of War 3
Soul Blade 32. Ridge Racer Series 31. Bust a Move Series 30
28. Formula One Series 27. Everybody's Golf Series 26. Lega

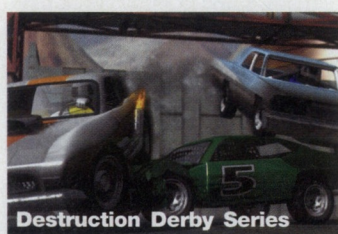
48. Super Puzzle Fighter 2

One of the most remarkably addictive puzzle games ever made. Group coloured shapes together and heap misery on your hapless opponent with your lightning fast, crystal destroying techniques.

47. Civilization

On PC it's one of the greatest games ever, and even a cumbersome PSone control system can't ruin this horribly addictive strategy gem. Build the most successful civilisation in the world, starting with just a wagon train of settlers at the dawn of time, discovering new technologies and smiting your opponents.

character imaginable, and each can race in a wide variety of amusing vehicles, including cars, flying saucers, hovercraft, dodgem cars, monster trucks and bulldozers. The thirty-four imaginative tracks are riddled with short cuts and secret areas, and there's playing modes galore.



Destruction Derby Series

42. Silent Hill

Konami's first survival horror release remains one of the most intriguing, involving and downright scary games of all time.

41. Cool Boarders Series

The series peaked with the second game and has been (ahem) going downhill ever since. But all the games are still superb fun, with instantly accessible arcade fun with plenty of gnarly tricks to pull off.

40. Destruction Derby Series

The perfect dose of driving carnage for petrol heads born to be wild. Taking out opponents is as successful a strategy as driving fast. With plenty of crazy tracks and destruction bowl arenas for car combat on a grand scale, it's wickedly fun.

39. Need for Speed Series

These fun racers offers all manner of exotic sports cars to drive along realistic road-based courses. The Pursuit mode is the most fun, with players racing against an opponent on the open road that's littered with other drivers and police cars.

38. Rollcage Series

Blindingly fast, visually dazzling, futuristic racers. The two games aren't quite up to the standard of the *Wipeout* series, but the all-surfaces driving (including walls and ceilings) plus the ability to destroy track-side features makes them brilliant fun.

35. Alien Resurrection

Bugs and thugs blaster with some head-scratching puzzles, plenty of frights and a superb recreation of that *Alien* movie atmosphere. An intelligent game that's the definitive *Alien* experience on any format. One of the best uses of a movie licence on the PSone.



Silent Hill



Ridge Racer Series

34. TOCA Series

World Touring Cars finally gave PSone owners the chance to take on Bathurst's Mount Panorama track in a V8 Ford or Holden, but *TOCA 2* is just as much fun, with a driving experience tighter than a wheel nut.

33. Soul Blade

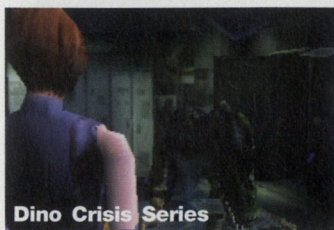
Wonderful weapons-based fighter from Namco. Fighting with swords proves very exciting and satisfying. This is a classy and well-balanced beat-'em-up with an extensive troupe of characters, loads of playing modes, and truly spectacular moves.

31. Bust-A-Move Series

Incredibly addictive match-'em-up puzzle games. They are much more frantic and fast-paced than similar puzzle offerings, especially when you're playing against quality opposition.

30. Micro Machines V3/Micro Maniacs

With tiny sized racers, the Micro games are gigantic fun. Racing across a variety of household surfaces, the pint-sized pedestrians and mighty midget cars offer hilarious fun with a crowd of mates.



Dino Crisis Series



Formula One Series

"The survival horror genre received a facelift of Jurassic proportions, and Capcom produced another classic series. You will scream. And you just might need new underwear."

Puzzle Fighter 2 47. Civilization 46. Hill 41. Cool Boarders Series 40. Circuit Breakers 35. Alien Resurrection 34. Micro Machines V3/Micro Maniacs 33. Soul Blade 32. Ridge Racer Series 31. Bust-A-Move Series 30. Micro Machines V3/Micro Maniacs 29. Shane Warne's Cricket '99 28. Formula One Series 27. Everybody's Golf Series 26. Legacy of Kain: Soul Reaver 25. Anna Kournikova's Smash Court Tennis



32. Ridge Racer Series

The first game helped sell PlayStation consoles by the truckload, and all the games in this superb series are fast and fabulous fun. The amazing speed and lovely looks combine to produce almost flawless arcade racers. What they lack in depth they make up for with adrenalin-boosting thrills.

29. Shane Warne's Cricket '99

The sheik of tweak first spun his magic on PlayStation long ago but the game remains the best cricket title and one of the most entertaining sports sims you can play. As in real life, Warnie's got a big bag of tricks.



Legacy of Kain: Soul Reaver



Cool Boarders Series

28. Formula One Series

A PSone perennial, and every game in the series is challenging and riveting. Whether you want a quick spin around Melbourne's Albert Park or experience a realistic simulation of an entire F1 season, these games keep you glued to the wheel. A stand out amongst the racing titles.

27. Everybody's Golf Series

Proof that even golf can be cool. With their bright cartoon graphics, easy-to-use controls and fun party game action, these are games that everybody can indeed enjoy. But they also offer incredible depth thanks to the comprehensive ball control, accurate physics and large number of characters and courses to unlock.

26. Legacy of Kain: Soul Reaver

An extremely clever and massive adventure that is far more than just *Tomb Raider* with vampires. As the hero Raziel, players must explore the Material and Spectrals worlds filled with enemies and puzzles.

25. Anna Kournikova's Smash Court Tennis

Irresistible Anna was placed on the cover to woo punters, but it's the perfect gameplay that will keep you glued to the screen. It's a lovely cartoon tennis game that offers surprising depth and one of the best multiplayer experiences on PSone. There're plenty of different shots, such as lobs, volleys and smashes, and players can place spin or slice the ball.

24. Medal of Honor Series

Hugely underrated World War II shoot 'em ups. *Quake II* is a blast with mates, but the two *Medal of Honor* games are the best single player first-person shooters on PSone, with superb atmosphere and challenging missions.

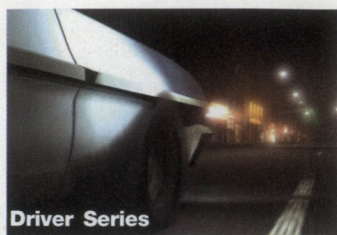
23. Syphon Filter Series

The *Syphon Filter* games have quickly become two of the most loved titles on PSone mostly thanks to the explosive action. The challenging, action-packed sequel is clearly the superior title, but both are superb fun.





Spyro Series



Driver Series

"These games give fun-loving criminals complete freedom to do whatever they wish. Your only objective is to make an obscene amount of money by any means possible."

22. Crash Bandicoot Series

The madcap marsupial's platformers are brilliantly designed and top fun. They're easy to get into, graphics are superb and attention to detail unmatched. *Crash 3* is the best in the series, with plenty of variety like racing and flying to complement the collect 'em up action.

21. MediEvil Series

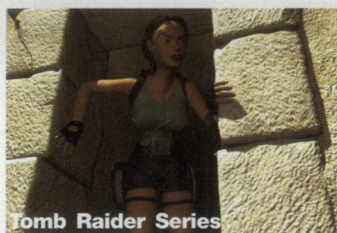
Sir Dan Fortesque might have only one eye left and be skinnier than Ally McBeal, but his games offer great puzzles, shoot 'em up fun, wonderful set pieces, plenty of variety between levels.

20. Quake II

The PC's giant shoot 'em up should never have been possible on PSone, but this incredible conversion is the king of blasters on Sony's wonderbox. Fighting the Stroggs alone proves compulsive, and four-player deathmatch is fraggin' brilliant. Awesome weapons, outstanding graphics and very clever level design are the highlights.

19. Grand Theft Auto Series

These games give fun-loving criminals complete freedom to do whatever they wish. Your only objective is to make an obscene amount of money by any means possible, creating as much car-nage as possible. It's a giant toybox full of surprises in which you can do the crime without paying the time.



Tomb Raider Series

18. Ape Escape

This gem had gamers around the world going bananas. The simple idea is to catch monkeys using a net and all manner of gadgets like remote controlled cars, radars, slingshots, propellers and even hula hoops. But the real innovation was the Dual Shock controls, with the left controller used to move Spike, and the right used to swing whatever gadget you're holding.

17. Time Crisis Series

Namco's arcade blast 'em ups are brilliant fun. Shooting games aren't noted for their longevity, but the original *Time Crisis* is still popular years after its first release. Dispatching wave after wave of bad dudes with your G-Con just doesn't get any more fun than this.

16. Spyro the Dragon Series

The lil' purple dragon has just got better with age. The original was a fun but fairly uninspiring and derivative platform romp, but *Spyro 2* and *3* have been massive near-perfect adventures.

15. WWF Smackdown Series

We like nothing better than a bit of slap and tickle with the finest wrestling games on PSone and SmackDown is the best there is.

14. PaRappa The Rapper/Um Jammer Lammy

Once you've rapped with PaRappa, you'll have "kick, punch, it's all in the mind" embedded in your skull forever. *PaRappa* singlehandedly created a new music genre with its bizarre visuals and loopy storylines. *Lammy* repeated with formula with a rockin', guitar-playing sheep.

12. Oddworld: Abe's Oddysee/Exoddus

Abe's farts linger longer than any others in the history of videogames. Despite the original's age, and the fact that *Exoddus* was little more than an update, many gamers still have a big place in their hearts for the awkward hero. These are highly imaginative, clever and amusing games.

11. Crash Team Racing

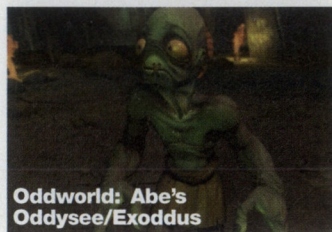
Power-slide like an animal with Crash in the PSone's best kart racer. It's not only *CTR*'s excellent use of the



Gran Turismo Series



Quake II



Oddworld: Abe's Oddysee/Exoddus



Metal Gear Solid

13. Driver Series

Hugely popular and entertaining car adventure games in which you must perform a series of missions as an undercover cop for an influential crime boss. There's plenty of variety and driving your muscle car through realistic streets and traffic is terrific. Fast and funky fun.

popular *Crash* characters that elevates this title well above its competitors. It's also the brilliant power-slide and big-air elements, which make the game a challenge to master. The game is both instantly accessible and a lengthy challenge, with plenty of racing and battle modes, and is hilarious with mates.

10. Colin McRae Rally Series

The Scottish driving maestro certainly deserves to slide into the Top 10, with the two premier rally driving simulations on the PSone. The sequel is obviously superior.

9. Wipeout Series

The Wipeout games helped to define the PlayStation's funky image with blistering speed, hi-tech graphics and cool tunes. Wipeout 3 is the pick of the bunch, offering astonishing graphics, incredible speed, tracks with inspired design, plus a wicked split-screen two-player mode.

7. Resident Evil Series

The *Resident Evil* games are frighteningly good, zombie slaying just doesn't get any more fun than this. The original has dated, but numbers 2 and 3 remain pants-wettingly scary, with perfect pacing and atmosphere. The series also contain as many memorable spots as your favourite movie. Who doesn't remember jumping out of their seat the first time the dogs jumped through the windows or facing 'The Licker?' Hunting down those zombies and hideous genetic mutations is a blast.

5. Tekken Series

Who could deny that the king of the iron fist deserves a Top 5 placing? *Tekken 3* remains the finest beat 'em up money can buy. It's perfectly balanced, with a massive cast of fighters each with their own signature moves but none exhibiting an unfair advantage. Two player games between skilled combatants are a joy to watch and play.

4. Final Fantasy Series

One of the most ambitious games ever released, with an epic storyline, brilliant characters and incredible



Wipeout Series

2. Gran Turismo Series

Gran Turismo revolutionised the driving game. It offered more vehicles, more circuits and more simulation options than ever before and it achieved all this with amazing realism and no hint of compromise.

andicoot Series 21. MediEvil Series 20. Quake II 19. Grand
pyro the Dragon Series 15. WWF Smackdown Series 14.
Oddworld: Abe's Oddysee/Exoddus 11. Crash Team Racing 10.
ies 7. Resident Evil Series 6. Tony Hawk's Skateboarding Series
ies 2. Gran Turismo Series 1. Metal Gear Solid



8. Tomb Raider Series

Lovely Lara has a following almost as big as her bazookas, but it's because of *Tomb Raider's* deep gameplay that we love her. These five action adventures are all near-perfect, with a mix of puzzles, action, deep storylines and convincing environments.

6. Tony Hawk's Skateboarding Series

Gnarly. Wicked. Cool. Valid. Whatever the teen-speak superlative you choose, it still doesn't do justice to how much fun it is to fly with the birdman. A raft of tricks and playing modes offer incredible depth. The sequel is even better.



Final Fantasy Series

graphics, *Final Fantasy VII* cast millions of people in its spell. *Final Fantasy VIII* and *IX* just upped the ante even further, improving the presentation and delivering characters and storylines just as compelling. Simply magic.

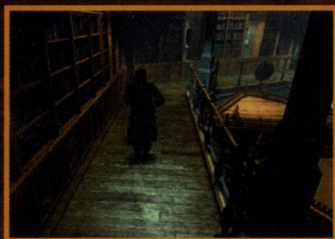
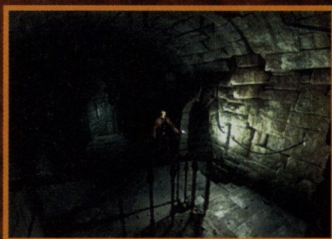
3. ISS Pro Evolution Series

Over a year after its release, the *PSM* team still played *Evolution* every day. The only game that could prize it out of our console was the sequel, which is even deeper and more realistic. Hundreds of games later we're still finding surprising and exciting new ways to construct a goal, and every game is tense yet thrilling. Now, this is soccer.

1. Metal Gear Solid

There are many brilliant games in this Top 50, but we'll burn our PlayStations if there's a game as fulfilling, rewarding and genuinely surprising as *Metal Gear*. As gripping as any action movie, it offers a tightly scripted plot and countless imaginative set pieces. As Solid Snake you sneak through around fifty 3D areas, each filled with security cameras, hidden trapdoors, mines and patrolling guards. The scope to explore and experiment is vast, making *Metal Gear* a rare treat and the series hasn't been worn down by lacklustre or derivative sequels. Savor and enjoy one of the finest videogames ever made.





The use of the torch for lighting works amazingly well. If you aren't creeped out by this game then you are definitely one tough blighter.



Alone in the Dark the new nightmare

While collecting letters from the mail box late one night *PSM* discovered an unmarked package which contained the latest preview version of *Alone in the Dark*.

Those STARS from Raccoon City get all the press, but the first survival horror hero was actually an awkward mustached detective called Edward Carnby, who had a penchant for cravats and the undead. The first *Alone in the Dark* game was released on PC nearly ten years ago, and was clearly the inspiration for *Resident Evil*. Now Edward Carnby is back to claim the bloodied survival

horror crown, and he's had a makeover of Michael Jackson proportions.

The now stylish, masculine and clean-shaven Edward is joined by female archeologist Ailine Cedrac, who is trying to uncover the identity of her father. Edward's mission is to uncover the mystery behind the death of one of his associates who was searching for three ancient mythical tablets on Shadow Island.

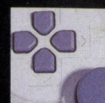
In true *Resident Evil* style, at the start of the adventure players choose to control Edward or Ailine. The characters start at different areas of the island and only about half of their adventures are the same, so it's worth playing the game through twice as both characters. Whichever character you choose, Edward and Ailine's paths cross many times during the game and you can communicate by walkie-

talkie as you explore the island, the mansion and the labyrinthine caverns below.

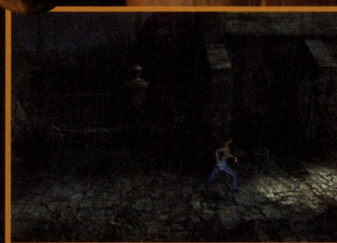
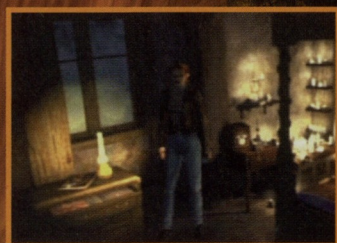
The graphics are spectacular, with incredible attention to detail, and really push the PSone to its limits. Weird camera angles are used to heighten the tension and cinematic feel just like the *Res Evil* games. But the major innovation is the wonderful use of light. The most effective tool in the game is the

ALONE IN THE DARK previews

Publisher: OziSoft **Developer:** Infogrames **Release Date:** May **Origin:** UK **Style:** Survival horror **Players:** One



previews ALONE IN THE DARK



flashlight, which can be switched on with the circle button and waved around with the left analog stick. Every one of the 1200 pre-rendered locations has been created in multiple versions, each lit to a different degree. As you shine the torch around a room or area, it is realistically illuminated in real-time. As you sneak around the shadows, items of interest are also brought to your attention with the help of a blue sparkle. Expect to be searching for keys for locked doors and solving plenty of brainteasers as well as blasting away mysterious foes.

The game is more *Silent Hill* than *Resident Evil*, concentrating on building atmosphere and solving

puzzles rather than simply providing wave after wave of ghouls to mow down. *PSM* got a touch of the willies creeping down a hallway, seeing something move around a corner each time we poked our head around to take a peek. It turned out to be a mirror. Fortunately, there is plenty of firepower for when you come across a real monster, with seven different weapons including a revolver, rocket launcher and flame-thrower. Weapons can be upgraded and combined as you progress.

Nasties include dogs, sewer-dwelling worms, zombies, mysterious serpents and all manner of spindly looking monsters. Fortunately, there's a *Resi*-like autolock feature that enables you to blow away the

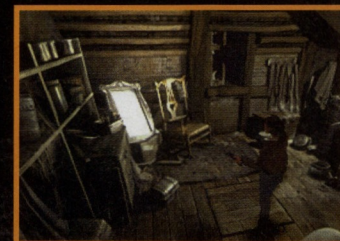


ghouls without wrestling too much with the controls. However, Ailene starts the game with no weapons at all, with her adventure more puzzle-based than Edward's. Again light plays a big part, with some opponents scared of the light and others drawn to it.

The originator of survival horror is clearly serious about reclaiming its long-lost, blood-splattered crown. With such impressive presentation, a solid storyline, plenty of puzzles and action, this is one nightmare you won't want to leave.

Jason Hill

Resident Evil may well be the most famous survival horror series on the map but *Alone in the Dark* was created years earlier for the PC. It seems that things have come the full circle as *Alone in the Dark* has learnt tricks from its former apprentice.



"Edward Carnby is back to claim the bloodied survival horror crown"



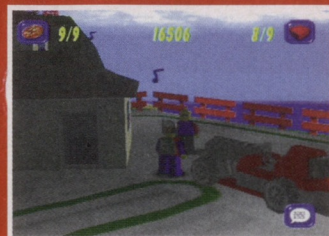
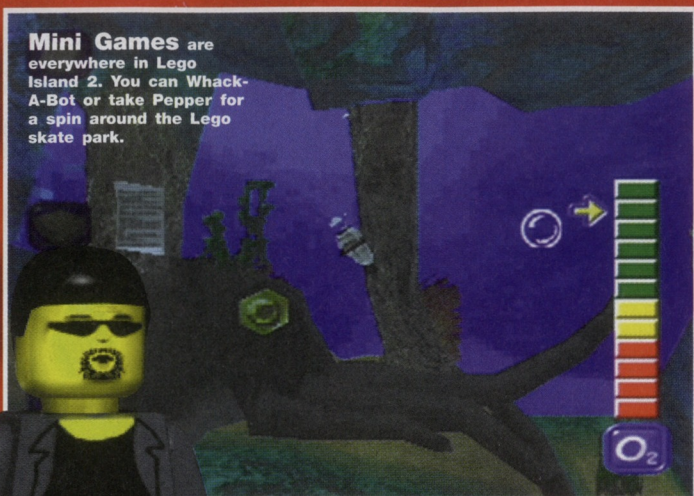


previews LEGO ISLAND 2

Publisher: Lego Media Developer: Silicon Dreams Release date: September Origin: UK Style: Adventure Players: One

LEGO ISLAND 2 previews

Mini Games are everywhere in Lego Island 2. You can Whack-A-Bot or take Pepper for a spin around the Lego skate park.



Lego Island 2

The sequel to the game that never was! Spooky...

Lego Island 2 is not, as you might think, a game based on building little houses and police stations on an island of green plastic. Rather, it's a fully interactive 3D adventure resplendent with the colourful toys that have been keeping kids occupied for over 50 years.

The action takes place on four islands, each with its own theme - Domestic, Medieval, Jurassic and Space. They're jolly friendly places. All the characters are willing to stop for a chat and they always have a smile for Pepper, the game's hero, as he trots past. Interactive scenery and driveable vehicles ensure that the sense of play so beloved by the Danish toy firm has not been forgotten.

Lego Island never made it to PlayStation but was well received on

the PC, and Lego Media has charged Silicon Dreams with bringing a second helping to the console market.

To prepare, the team at Silicon Dreams went to extreme lengths. Lego sent loads of the stuff to the studio for the designers to play with. The studio became littered with spaceships, racing cars and medieval knights on plastic horseback.

While the game is pitched firmly at the under-twelves, good old-fashioned adventure game values have been retained. The story casts you as Pepper, a pizza delivery boy, against the villainous Brickster. Shortly after the game begins, Brickster escapes from the island's jail and steals a booklet that holds the plans for all the buildings on the island. With its pages scattered across the four islands that make up the Lego

domain, Pepper has to travel far and wide to locate them through a blend of exploration, chatting with the inhabitants and skill-based challenges.

As with every adventure game worth its weight in plastic gold, Lego Island 2 is full of mini-games, eighteen of them in fact. The sub-games are part of the story, rather than merely being an aside, so if you have to go to a different location, there is a little challenge in there to keep it interesting. The games vary from simple whack-a-bot fairground fare to diving, driving and flying challenges.

The game has gone through rigorous playtesting before being unleashed on the public. Silicon has its own team of testers working on the game and it also goes to Lego Media's testers in Denmark, so we should be able to guarantee no vital pieces have been chewed out of shape by the dog or sucked up by the vacuum cleaner.

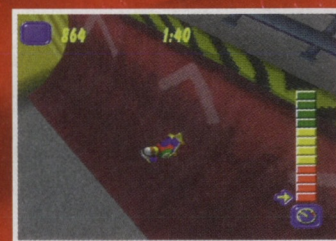
Nick Ellis

PlayStation OPINION

A unique game that takes a break from what you'd expect

Nothing to complain about. We'll wait and see.

Lego is one of the best toys ever. Considering how long ago it was invented it is amazing how well it has adapted and stood the test of time.



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4. Coupon entries must be sent to: Playstation/Telstra Competition, PO Box 5544, Sydney NSW 1028 and must be received by last mail on 29 May 2001. Only original official entry coupons will be accepted and only one entry per person is permitted. No responsibility will be accepted for any late, lost or misdirected mail.
5. The entries will be judged at ACP Publishing Pty Ltd, 54 Park Street, Sydney NSW 1028 by a representative of Official PlayStation Magazine. This is a game of skill and chance

6. plays no part in determining the winners. Each entry will be individually judged based on literary and creative merit and originality. The best ten entries (10) as selected by the judges will each win the prize of a PlayStation2 console and 1 PS2 game valued at \$846.40 each. Total RRP value for the prizes is \$8,464.00 valued as at 25 January 2001.
6. Winners will be notified by mail and published in the June/July issue of Official PlayStation Magazine, on sale 20 June 2001 and the July issue of Official PlayStation Magazine on sale 27 June 2001 and not the June Issue of Official PlayStation Magazine on sale 30th May 2001as previously published. Judges' decision in relation to any aspect of the competition is final and binding on every person who enters and no correspondence will be entered into.
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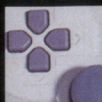
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previews ARMY MEN: OMEGA SOLDIER

Publisher: Sony Developer: 3DO Release date: July Origin: US Style: Action Players: One

Army Men: Omega Soldier

We can thank the idea of mass production for many things, the *Army Men* series may not be one of them though...

In a remote sweatshop in eastern China, desperate villagers are being paid four cents a day to churn out hundreds of new *Army Men* titles every day onto an unsuspecting world market. Unfortunately, the quality of these games is about as good as a Bali Leebok t-shirt and matching plastic watch.

In this latest installment to the not-so-mighty midget franchise, the Green Army Advanced Research Division has come up with the ultimate devastating weapon to defeat the evil Tans. No, it's not a magnifying glass or pipe

bomb. Using a gizmo to sap the biological essence of the Brava Company Commandos, Green Army boffins have created a super Omega soldier that's tougher than nails and about as intelligent as a lump of inanimate plastic.

You control this Hulk-lookalike through sixteen levels of mindless blasting and grenade lobbing. It's an arcade scrolling shooter like the ancient *Commando*, so there's almost no strategy involved. And as you plough through beaches, tropical dunes, jungles and canyons you'll undoubtedly suffer from the

same illness that infects all those who touch an *Army Men* product - Repetitive Boredom Injury.

As usual, controls are horribly clumsy and unresponsive, robbing the game of any chance to be enjoyable even for just a quick blast. Missions provide so little variety that it's difficult to tell them apart, and your opponents show about as much intelligence as you'd expect from a plastic figurine. Graphics are also about as bland and unappealing as a bag of army men bought at the Op Shop.

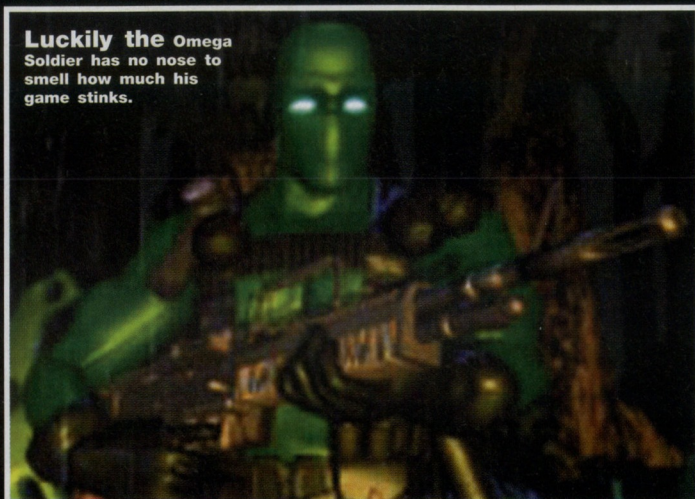
There is a decent range of weapons, including grenades, bazooka and a flame thrower, and two players can play co-operatively like *Jedi Power Battles*, but there's even less substance here than your typical Godawful *Army Men* release.

Green plastic army men were nearly as popular as Matchbox cars in most kindergarten sand pits. But their reign of terror is well and truly over. It's time to take out the magnifying glass and melt them down for good.

Jason Hill

PlayStation OPINION

- Um...
- Shoddy controls, boring gameplay, no longevity or desire to play on after dying and lack of any sort of strategy.
- It's constantly amazing how fast *Army Men* games seem to appear on the shelves of your local games store before dropping into obscurity.



Luckily the Omega Soldier has no nose to smell how much his game stinks.



"It's time to take out the magnifying glass and melt them"

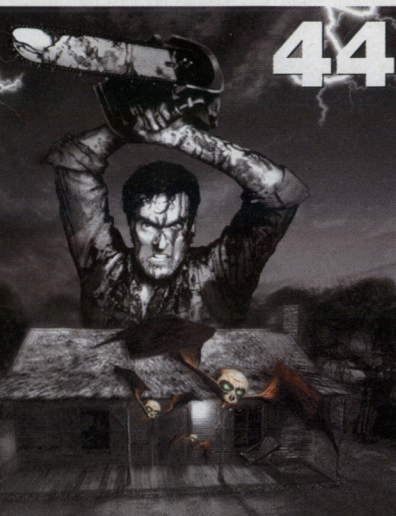


PSone - reviews

The PSM team crack open every PSone game and give you the facts.

Evil Dead Hail to the King

ash has been absent from movie and television screens for far to long. The team behind the movies have backed this project fully, even calling it *Evil Dead 4*. It picks up where the third film left off. If you want to know what happened to Bad Ash and whether a hero can travel back from the Middle Age to a normal life, this is where you find out.



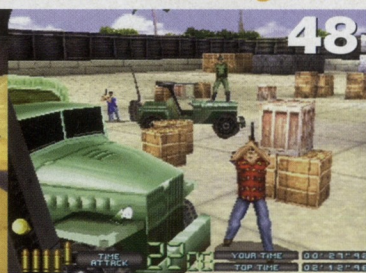
44

- 44 Evil Dead
- 46 Toy Story Racer
- 48 Time Crisis: Project Titan
- 49 LMA Manager 2001
- 50 Supercross 2001
- 52 Army Men: Lock 'n Load
- 52 WDL: War Jetz
- 53 California Watersports
- 53 Formula Nippon
- 54 NBA Hoopz
- 54 Casper: Friends Around the World
- 55 Submarine Commander
- 55 Fisherman's Bait 3
- 55 In Recent Issues
- 56 Top 40
- 56 Coming Soon
- 56 PSM Most Wanted

"Buzz and Woody's kart racer is among the best in the toybox" 46



46



48



49



50



53



54



at Official Australian PlayStation Magazine we take video games seriously but we never forget that the most important part is to have fun. We give honest, fair scores to help you avoid the lame games and find the gems.

Bucket loads of games are delivered to PSM Towers every month but only one can be the best. That lucky game has the honour of being emblazoned with our *Game of the Month* award. These games belong in every collection. Other games of note come *Highly Recommended*. To score either of the accolades a game must be of the highest standard.



PlayStation PERIPHERALS

- 2 number of players
- dual shock
- memory card
- steering wheel
- gun
- multitap

The Team discuss which PSone games they are currently playing way more than they should be.



Jason Hill
Current Fave Game
LMA Manager 2001: Not for everyone but this game is well worth the time spent playing.



Troy Gorman
Current Fave Game
Toy Story Racer: Sure, it's just *Muppet RaceMania* again but I loved that game.



James Ellis
Current Fave Game
Time Crisis: Project Titan: There's nothing better than whipping out the G-Con for a quick blast.



Al Bickham
Current Fave Game
WWF SmackDown 2: I'm not much of a wrestling fan but this game has me hooked.



Nick Ellis
Current Fave Game
Rayman 2: I will get all the lumz. I swear I will. You can't beat me, you robo-pirates!



Steve Merrett
Current Fave Game
Tomb Raider: The Last Revelation: I didn't get around to finishing this one earlier.



With a multitude of one liners you're guaranteed hours of side-splitting laughter. If only as much effort had gone into the gameplay as was put into the dialogue and delivery.



Evil Dead: Hail to the King

Think *Resident Evil* - with more slash action and some great one-liners from Ash, the original survival-horror survivalist.

If one were looking for the ultimate cult flick they could hardly go past the *Evil Dead* series. The films were the first to blend horror and comedy genres together, also creating a satiric and square jawed hero who along the way won over a legion of fans with his cheesy one liners. Now we have the ubiquitous movie to game conversion, and whilst *Evil Dead: Hail to the King* is far from an awesome experience, it still offers some cheap thrills for Ash fans.

The plot is plainly derivative. Ash takes his girlfriend back to a cabin where the original film started when evil arises and kidnaps her. Ash must now save her by collecting five missing

pages of the Necromicon, the Book of the Dead featured in all three films. Gameplay is basically *Resident Evil* style, along with the 2D backdrops and awkward controls. The big difference is that *HTTK* isn't about scaring you with suspense or cleverly placed enemies. Rather, it throws enemies out like rotten fruit at a beheading. Whilst this keeps you on your toes it also highlights the unintuitive controls.

The main enemies that you face in the first half of the game are the Deadites. Apart from taking too many hits to kill, these suckers often burrow down into the ground leaving you to wait around for a few seconds before continuing with the action. Another nasty flaw is the collision detection,

meaning that enemies have a longer reach than illustrated on screen. To be fair players can exploit this too, but it really looks a bit too sloppy. Old errors from past games of the genre rear their head in this outing also, such as being attacked by projectiles from off screen as well as occasionally having the backdrops switch around when involved in a tussle.

Whilst there is little strategy

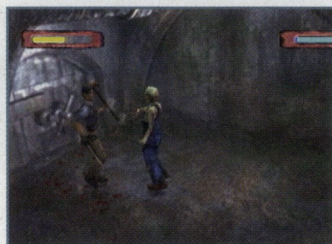
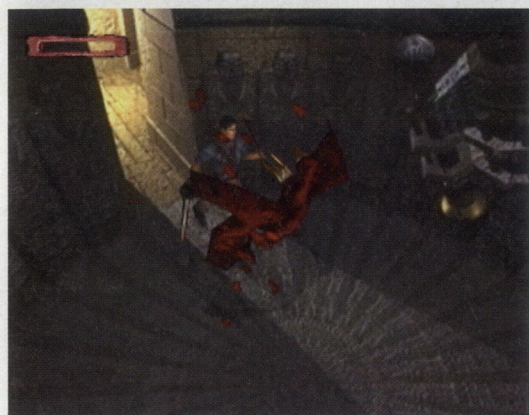
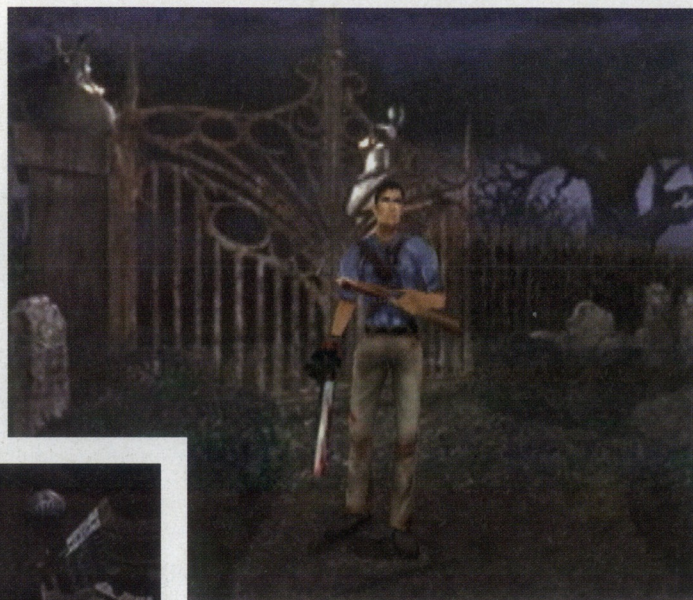


EVIL DEAD: HAIL TO THE KING **reviews**

Publisher: THQ **Developer:** Heavy Iron **Release Date:** May **Origin:** US **Style:** Survival horror **Price:** \$69.99 (\$NZ\$89.99)



reviews EVIL DEAD: HAIL TO THE KING



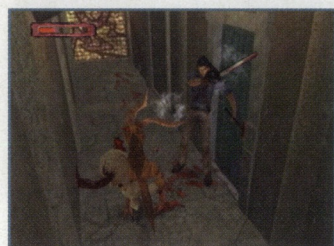
Hacking and slashing is the secret to success... okay, maybe not the secret as you spend ninety percent of the time stabbing and shooting already-dead opponents. You want some?

in the action besides hitting the buttons really fast, if Ash has some gas in his chainsaw players can perform quite an enjoyable finishing move. It's these little injections of style into the game that really help ease the frustration of some of the games obvious flaws. Another positive is that items can be combined. Mushrooms on their own are no good, but if you find the Wolverine camp manual you can use your converter to change the mushrooms into small health kits.

The taunt button is also an interesting addition sure to appeal to the fans. Whilst the normal taunts get repetitive quickly they are actually supposed to have an effect on enemy behaviour; either making them more aggressive or causing them to briefly flee.

Aesthetically *HTTK* is no disgrace to the PSone, with graphics that will neither amaze gamers nor make them squirm with disgust.

To their credit the developers have tried to do something new and create some atmosphere by animating some of the backdrops,

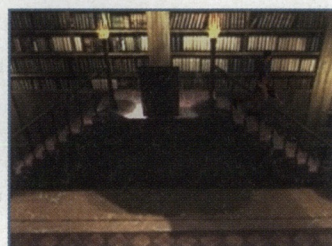


Hail to the King, Baby. If you think that Ash's lines are a bit familiar that may be because a certain blonde-haired action game star has been ripping him off for years. Ash is the original.

unfortunately this attempt is not polished enough. That said the sound effects in this game are worth mentioning. Whilst the repetitive shrieks of deadites being hacked up sounds terrible and repetitive, the background sounds of the living twisted forest.

Whilst *Hail to the King* is a mix of nasty flaws, novel ideas and appeal to *Evil Dead* fans, it's real weakness is its length. The maximum playtime for this game for experienced gamers would be around the eight-hour mark. Whilst some *Evil Dead* fans who don't play games night and day will be able to live with this length, other gamers known for defeating games in rapid time will see little value in securing this as a purchase.

James Ellis



PlayStation INFORMATION

GRAPHICS **GAMEPLAY** **LIFESPAN**

7 **VERDICT** Ash's witty one liners, and the ability to combine items helps bring some new ingredients to the aging genre. However the copious slashing spells monotony.

WHY NOT TRY: Duke Nukem: Land of the Babes PSM 42 8/10
Dino Crisis 2 PSM 39 9/10
Resident Evil 3 Nemesis PSM 30 9/10

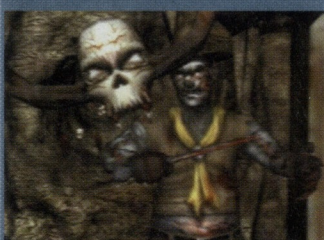


"Aesthetically Evil Dead is no disgrace"

How to defeat the Wolverine leader



You meet this boss in the cavern near the campsite. Use the shovel to remove the rocks blocking your path into the cavern then place the car battery into the power outlet.



You'll soon come toe-to-toe with the enemy himself. Unfortunately he can't be harmed with any of your weapons or gadgets so keep your distance.



Now run to one of the pillars and when he gets about one metre from you, strike the pillar with one of your weapons. If he's close enough he'll be crushed by falling rocks. Now sprint to another pillar and repeat.



When he's almost dead he'll pick up pace and start to hack into you just use any med kits you have and continue to sprint round and strike the pillars. When he's defeated shout 'Who's your daddy?'





reviews TOY STORY RACER

TOY STORY RACER reviews

Toy Story Racer



So how does the latest kart title stand up to *Crash and Co*? Well, Buzz and Woody's version is one of the the best darned racers in the toybox.

Eot so long ago, 'movie licence' equaled 'platform game.' Or, more specifically, very bad platform game (hack out a few reasonable character models, spend a boozy lunchtime sketching out the themed collectibles... slip it past the out-of-touch suits). Today's licence-by-numbers is the kart racer: plenty of scope for 3D trickery, an ideal

multi-character set-up, and a perfect pick-up-and-play factor for hardcore movie fans who don't normally play games. But, despite the familiarity, *Toy Story Racer* pulls off a delightful balance of insane action and subtle design not seen since the original kart game. Yes. That one.

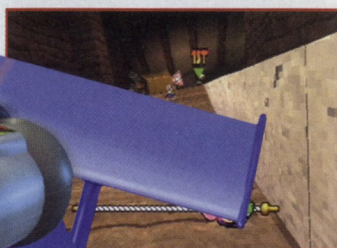
All the *Toy Story 1* and 2 characters are in here somewhere, with an initial selection of Woody, RC,

Buzz and Bo Peep. Each character has an individual, pre-defined career path of race challenges in which coming first is everything, and second or worse is nothing. Career progress adds to an overall tally of toy soldiers which enable you to access higher levels, harder difficulties, more varied challenges and, of course, hidden characters (Hamm, Rex, Slinky, even that disturbing baby with one eye).

This instantly solves the problem of favourite character over-use: sooner or later, you have to get good with everyone.

The karts race in a variety of 'real' environments (house, toy shop, bowling alley) and there's an open-plan, open-ended feel which demands some highly creative driving in order to root out the best routes and short-cuts. Happily, the low-texture, high-definition backgrounds help to minimise the usual, post-crash disorientation and keep the action fast and flowing.

Things kick off at dunce level, with



TOY STORY RACER reviews

Publisher: Activision **Developer:** Traveller's Tales **Release date:** May **Origin:** UK **Style:** Kart Racing **Price:** \$69.95 (NZ\$89.95)



reviews TOY STORY RACER

basic tracks and sluggish opponents. But the well-gauged difficulty step-up quickly demands a more ruthless mastery of corner-cutting and power-up dirty tricks.

Speed-boosting batteries are strategically scattered around every area, and the fine-tuning of a racing line that

incorporates well-timed turbos is almost a game-in-a-game. But mostly you'll be aiming for the randomly generated power-up parcels, which add a little hostile functionality to your buggy. The zappy spark thing blasts a crackle of crippling electricity over to your nearest victim; the spinning top flies off and homes in on nearby rivals; the eight-ball acts like a mine, bouncing off walls and, usually, hanging around long enough to at least force some last-minute swerving. The joy of the system is that when you're holding onto a power-up you're invincible, but if you're empty-handed, any attack

spins and stalls the kart. This works perfectly with the well-managed difficulty curve: as you (and the other racers) get better, so the strategy of all-out power-up flinging has to switch to a more strategic hit-and-run style. Of course, in the superb split-screen, two-player mode, it's better to mix your style, because other humans aren't as predictable as computers.

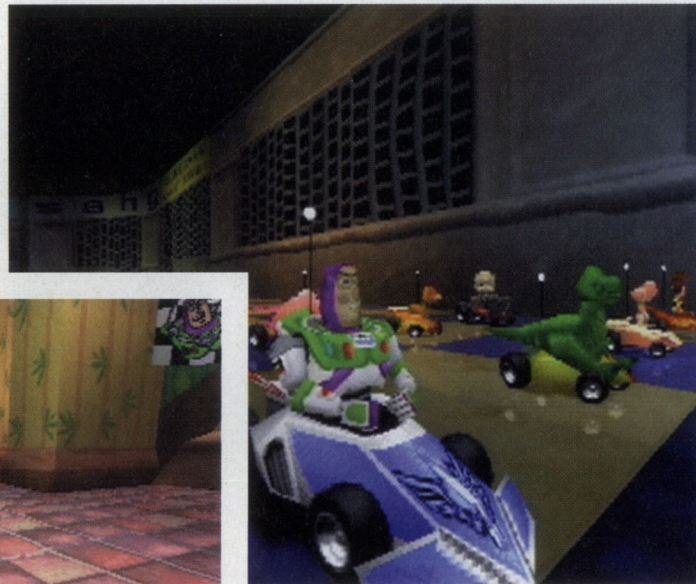
Probably the most impressive thing about *Toy Story Racer* is the way the designers have clearly put effort into creating some fairly original design, rather than just knock out a few tracks and call it a kart racer with *Toy Story* characters.

Each individual career path is constructed around many different types of 'challenge,' all of which require subtle tweaks in strategy.

There's Collection (pick up the objects, trickily positioned around the arena, within the time limit); Smash (use power-ups to knock out the other toys and be the last man standing); Knockout (lap by lap, whoever crosses the line last is eliminated, with a final one-on-one, single-lap dash to the finish). Later on, it gets much, much harder, with Survival (win the race, but avoid the one-hit kill power-ups), reverse challenges, and multi-round leaderboard matches.

With a little more power-up variety, a four-player mode and a separate time-trial record save option, this would have been an out-and-out classic. As it stands, it's easily the king of the kart racers.

Andy Lowe



The *Toy Story* licence has been well utilised. The characters personalities shine through, instead of just being painted on the top of a generic racer.



PlayStation INFORMATION

GRAPHICS
GAMEPLAY
LIFESPAN

8 VERDICT

Pure gameplay. A finely tuned, addictive racer which is so much more than a quick movie licence cash-in. With a couple of tweaks could have been unbeatable.

WHY NOT TRY:

Muppet RaceMania
Crash Team Racing
Micro Maniacs

PSM 34 9/10
PSM 28 9/10
PSM 33 9/10



HOW TO CUT CORNERS

The tracks are so open and unrestricted, useful short-cuts can be tough to find. But as the game progresses the other racers will get faster and smarter and they'll start using short-cuts, too. So, get ahead.



The House

Take a sharp right at the bottom of the stairs and zoom down the straight, avoiding the living room. If you can get one, leave an 8-ball near the exit door.



The House (2)

Towards the end of the level you'll drive down a dark, curving tunnel. Take the sharp left about half-way through and dodge the table legs to get to the finishing line nice and early.



Snowy Track

After the first corner, take a sharp right and go through the open shed door. This is a short short-cut, but in the later levels, it might make the difference between win or lose.



The Mall

On the straight under the Sale signs, hop up the ramp and float over the water to the other side. Take the direct route or a lot of time will be wasted.

"The karts race in a variety of environments which demand a creative driving style."





reviews TIME CRISIS: PROJECT TITAN

Publisher: Sony **Developer:** Namco **Release date:** July **Origin:** Japan **Style:** G-Con shooter **Price:** \$59.95 (\$NZ79.95)



The game may be a bit lacking in the variety department but it's still a fun blaster for a short stint every now and then. It's not worth playing without the G-Con gun accessory, though.



Time Crisis: Project Titan

Whatever else it has, it's certainly not an identity crisis.

Playing *Time Crisis: Project Titan* is kind of like watching re-runs of old *Friends* episodes. You've seen it all before, it's pretty good fun and, even if you can't remember the specific details, it's predictable enough to let you guess what's going to happen. It may not have Lay-Z-Boys or Jennifer Aniston, but you get the general picture.

And like previous games in the series, the only way to play is with a light-gun. If you don't have access to one, there's bog-all point in even considering *Project Titan*. The game's been created with a light-gun (more specifically, the G-Con) in mind, and that really is the best controller to use, not the dodgy Dual Shock.

If you're familiar with *Time Crisis*

you'll be perfectly and comfortably at home with *Project Titan*. Trailing a terrorist group across several distinct locations, your job is to shoot anything that moves, and make sure you do so before it shoots back. The terrorists' seemingly limitless supply of men is split into several categories: goons, specials and bosses. The goons are the uniformed masses - they rarely hit you, and when they do, their weapons do little or no damage to your character.

The next baddie type is your 'special,' and he comes in several flavours. The ones dressed in red are superior marksmen and can do you significant damage, so when they pop up, you'd best swing your barrel in their direction. The brown-clad fellows that often appear alongside them give

you time bonuses when you shoot them, but they're very hard to hit, so don't waste your time.

The bosses come in all shapes and sizes, from ship's chef to Cuban revolutionary. As in most shoot 'em ups, it's getting the measure of their movement and attack patterns that's the key to taking them down. Each can weather a tremendous volley of hits before they're felled and, for the most part, they're pretty challenging.

Ultimately, *Project Titan* is just another *Time Crisis*, and as such it really doesn't bring anything new to the party. Hardcore G-Con enthusiasts and fans of the originals will find plenty to sing about, but there's not much innovation.



Al Bickham

PlayStation INFORMATION

GRAPHICS
GAMEPLAY
LIFESPAN



VERDICT

Looks the same, plays the same... is the same to all intents and purposes. Low-maintenance thrills, but there's fun to be had if you're a G-Con enthusiast.

WHY NOT TRY:

Resident Evil Survivor
Point Blank 3
Rescue Shot

PSM 34 7/10
PSM 42 7/10
PSM 35 7/10



LMA Manager 2001

Mold a team of hopeless wannabes into champion world-beaters with Codemasters' latest gem.

Soccer management titles are hardly the sexiest games on PSone, with about as much street cred as Forrest Gump. But with the first *LMA Manager*, Codemasters managed to replace the clunky interfaces and endless screens of boring statistics seen in all other management titles and produce an easy-to-use and attractive game that was accessible and fun for all.

You'd expect *LMA 2001* to be simply an update of an already impressive game just with up-to-date player and team statistics. But the Codies have surprisingly rebuilt much of the game and produced another PSone classic that deserves a much wider audience than it will undoubtedly receive.

Using the shoulder buttons to quickly navigate your way through the clean and slick menus, budding

managers have complete control over their teams. You can also skip up to seven days ahead providing your side isn't playing any matches, and your troops will continue to train and you'll be automatically notified of any important happenings.

The coaching side of the game has improved. You can leave coaching completely to your staff, but training controls are simple and there are plenty of options so just a little bit of work can lead to big improvements in your players. Watch out you don't work them too hard, though, as their morale and fitness will plummet! Formations are a little more limited, but the tactical sliders allow for a lot more flexibility.

But it's when match day finally comes around that *LMA* really shines. You don't need to look at endless graphs and statistics to work out when your team is playing well, it's

obvious that your training regime has paid dividends when you see your little players working as a team and surging goalward. Watching games from the dugout is extremely exciting.

Playing modes include two player games where you can import previously saved sides to battle each other and quick challenges like winning a premiership with a multi-billion dollar dream team. You can also play against the clock in the Expert mode.

LMA Manager 2001 is extremely tough to fault. It's obviously not for everybody, but the game's easy-to-use controls combined with comprehensive statistics and management options ensure that armchair coaches will be glued to their seats for months. Stock up the cupboards, take the phone off the hook and stoke up the fire for a long winter in front of the telly.

Jason Hill

PlayStation INFORMATION

GRAPHICS 
GAMEPLAY 
LIFESPAN 

9

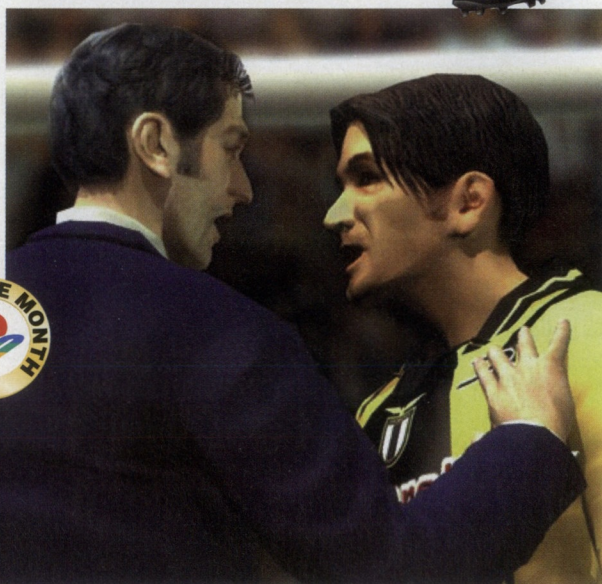
VERDICT
The best sports game you can play when your fingers are too blistered to play *ISS Evolution*. Slick and comprehensive.

WHY NOT TRY:

LMA Manager
Player Manager 2000
Football Manager 2001

PSM 28 9/10
PSM 36 9/10
PSM 39 6/10

Hard knocks
will see your players out for months but in 2001 minor injuries like strains are much more common. Can you afford a specialist?



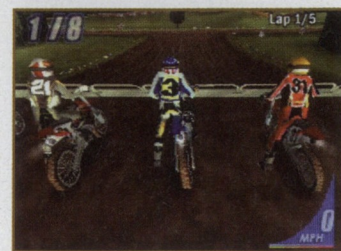
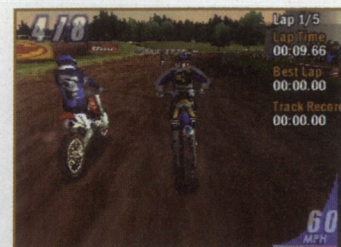
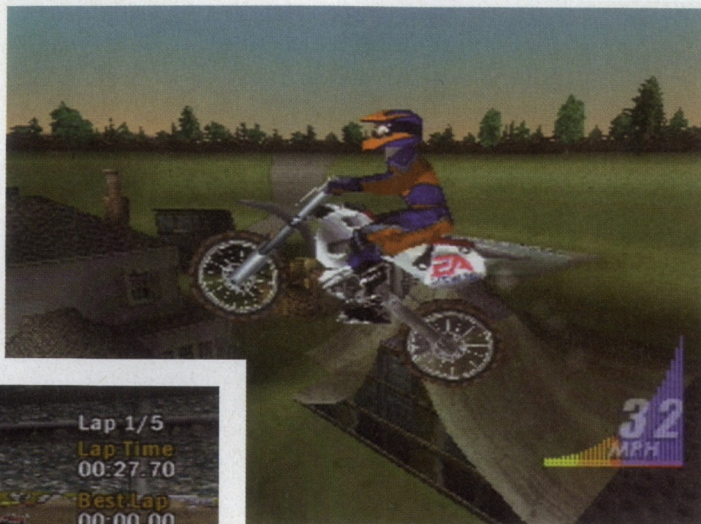
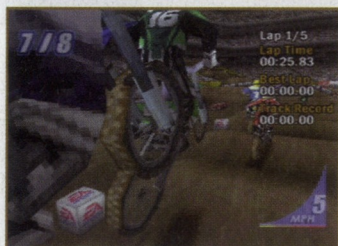
reviews SUPERCROSS 2001

Publisher: EA Sports **Developer:** EA Sports **Release date:** Out Now **Origin:** US **Style:** Racing **Price:** \$69.95 (\$NZ 89.95)

There are thrills to be had but, whatever you do, don't expect perfection. The control and handling is a bit off.



Stunting about on the freestyle tracks is quite enjoyable until you realise how few stunts you can actually perform.



PlayStation INFORMATION

GRAPHICS GAMEPLAY LIFESPAN



VERDICT

As ever, tacking the current year to the end of a game title doesn't make it newer or better. Supercross has poor mechanics and displays a general lack of effort.

WHY NOT TRY:

Ducati World
Superbike 2000
Castrol Honda VTR

PSM 41 8/10
PSM 34 7/10
PSM 41 6/10



Supercross 2001

Supercross? We are when faced with a game that fails to live up to its potential.

Workmanlike. That's about the most positive thing we can say about Supercross 2001. From the crumbly, low-res graphics, to the insipid bolt-on commentary, everything about it screams 'production line.' You'd swear it came from some hellish third-world sweatshop, rather than EA's glittering towers of glass and chrome.

It's a racing game first and foremost, so for the most part you'll be wanging various 'real' riders around various 'real' stadiums in an effort to beat other 'real' riders. Overlaying the action like some musty blanket is the obligatory

commentary, which is bearable at best, and at worst ludicrous.

Picture it, you've been in the lead for the majority of the race, then some little wispy-bearded extreme-sports imp who's been sitting at the back of the pack for the last three laps suddenly takes advantage of a pile-up of riders and slips into first. "He really deserved to win that race!" our man pipes up. What you're really thinking is, "He deserves to die. And so do you."

As if the blocky, outdated graphics weren't bad enough, you've also got some hideous slowdown to contend with. This becomes most apparent when a knot of riders surges up from

behind, as so often happens.

The racing mechanics are just as poor. The bikes seem to turn okay, but using the powerslide button knocks you into the most ridiculously hard steer you've ever seen. Letting the button go stops the skid immediately, though, making it all too easy to take sharp corners at pretty much top speed. It makes things easier, but it just doesn't feel right.

When you've grown weary of the racing (and it doesn't take long) there are freestyle competitions to take part in. Performing stunts involves pressing ● in mid-air, combined with a direction on the D-pad, and while there's a variety of different tricks to

learn, you'll soon tire of throwing yourself off steep ramps and performing two or three stunts before thumping down to earth. *Tony Hawk's* this ain't.

Keep trying and there are some hidden tracks to unlock, but when the action involved is this tedious, why would you want to even try?

There is a welter of broken elements that need fixing before we could recommend *Supercross 2001*. When you tot up all the little niggles and oversights, you end up with a pretty boring, game.

There are many better bike racing titles. Steer clear.



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Publisher: Sony **Developer:** 3DO **Release date:** June **Origin:** US **Style:** Shoot 'em up **Players:** Two **Price:** \$29.95 **Extras:** Memory Card, Dual Shock



Army Men: Lock 'n Load

Atten-Shun! Believe it or not soldier, but there's another Army Men recruit in the ranks. Go, Greens, go!

Gelve into the crowded sandpit that is the *Army Men* games and a disturbing realisation dawns. These Green and Tan racists are identical except for colour, fighting a never-ending war for no reason except the colour of their plastic skin.

It could also be argued that there is precious little difference between any of the burgeoning catalogue of *Army Men* games. Certainly they are all

rubbish, but at least *Lock 'n Load* tries to inject some variety into the proceedings.

One of the main problems with all the *Army Men* games is the atrocious controls, and it's business as usual here. Charging straight at your opponents head on is as good a strategy as any.

Level design is also poor. The difficulty level is tough, but not because of the artificial intelligence of



your opponents. Instead, it's a major battle against the dreadful controls.

Completing each mission simply involves repeating it over and over again and learning where your opponents will come from because they march to the same identical beat every time. Very frustrating, totally unsatisfying, and more a game of

memory than skill.

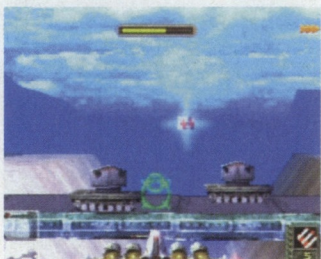
Graphics are as shoddy as ever, sometimes it's tough to see what you're supposed to be shooting at, which doesn't make the game any easier.

It might be one of the best in the series but that's not saying much.

Jason Hill

4 VERDICT Another Green and Tan Plaque for 3DO to hang in the *Army Men* Hall of Shame.

Publisher: Sony **Developer:** 3DO **Release date:** July **Origin:** US **Style:** Air combat **Players:** Two **Price:** \$29.95 **Extras:** Memory Card, Dual Shock



World Destruction League: War Jetz

Fly the Unfriendly Skies with the brother of the Army Men.

What is it about those sadistic bastards at 3DO? Maybe they're still sore after nobody bought their lame, PlayStation-competing console back in the mid-90s. But that's no excuse to release dozens of shoddy *Army Men* games, and now they want to bombard us with another awful franchise in *World Destruction League*.

It's the year 2062, and after nuclear war, there isn't much to do. So the

shell-shocked masses huddle in front of televisions watching reality shows. But TV has taken the *Survivor* concept one step further, offering gladiators clashing in dangerous tournaments to the death. Wednesday night's prime time fodder is *War Jetz*, featuring fanatical pilots in modified combat aircraft, destroying each other en route to the WDL Championship.

Missions include escort duties, dogfighting and bombing runs. But



there's not a lot of variety between them and your opponents don't put up much of a fight so it quickly gets dull.

Players can choose from nine different aircraft, each with different attributes but the one common denominator is that the handling for all of them is atrocious.

Two players can play a variety of

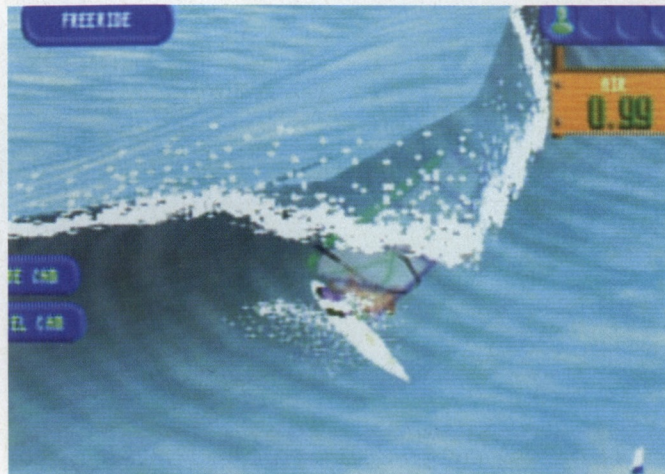
games, but the smaller viewing area makes it even more difficult to make out what's happening in the horribly presented locations. It's hard to remember a game that's presented so poorly, with fogging so bad you can barely see what's right in front of your craft.

Jason Hill

4 VERDICT Note to publisher: Replacing an 's' with a 'z' in your game's title does not make it cool.



Publisher: Midas **Developer:** Theyer GFX **Release date:** Out now **Origin:** Australia **Style:** Sports **Players:** 1-4 **Price:** \$69.95



California Watersports

Heaven in a half pipe or, like wow, wipeout?

Long before the words "wicked" and "gnarly" were in the extreme sports dictionary, a gem called *California Games* on the Commodore 64 let radical dudes all over the world indulge in the likes of surfing and skateboarding. Until *Tony Hawk* rolled along, it was probably the most successful extreme sports title on any console, ever.

Hopes of this game being a

California Games for the PlayStation Generation are quickly sunk. The graphics are anything but interesting, and there's so little to do that it's embarrassing. There are four events - surfing, bodyboarding, jet skiing and windsailing - but don't expect a whole lot of difference between them. The problem is that there are hardly any tricks that you can pull off, no combos to get the heart racing, no death defying stunts to wow the crowd.

Let's take surfing, for example. You paddle around, waiting for a wave, jump up on your board when it comes, then can simply cut back into the wave to get some air and spin around. And, erm, that's pretty much it. It's certainly simple to play and get into, but there's about as much longevity as a packet of Life Savers.

Modes include Freeride or competitions like Extreme Trick and Big Air, and there are a variety of boards and riders to choose from, plus a few beaches to unlock. But it's nowhere near enough to add any semblance of variety or appeal.

Feed it to the sharks.

Jason Hill

3 VERDICT Life's a Beach. *Tony Hawk's* on water it certainly ain't. This is only for watersports fans who really want a PSone game.

Publisher: OziSoft **Developer:** Eon **Release date:** Out now **Origin:** Japan **Style:** Racing **Players:** Two **Price:** \$49.95



Formula Nippon

Some games need a Community Service Announcement sticker slapped on the side. Something like "This game is Anti-Gran Turismo. Beware! No gameplay inside."

formula Nippon is another one for the 'nice idea, poorly executed' wastebasket. You begin as a fledgling driver, bombing around four tracks in one of those seaside resort racing karts. Soon, a talent-spotter from the big leagues starts giving you advice. If you win the title, he promises you'll move and eventually race around real-life tracks, such as Japanese F1 venue,

Suzuka. And you're on your way. The trouble is, the physics of the cars change little as you advance through the ranks, so a naff kart corners in just the same way as a souped-up F1-style car. The game also looks incredibly poor - featuring suspiciously 16-bit water-spray effects - and the AI often throws in inexplicable spurts of speed from your opponents. Not good.

As you improve you take on more

opponents, but that's about as interesting as Formula Nippon gets. Braking doesn't work properly and the inertia as you try to accelerate back up from a dead stop kills any sense you might have that you're in control of a fast motor.

The graphics are unbelievably simplistic with bad glitches and crap

effects. Not to mention the impossible physics and that it is simply not any fun to play. There's a career mode but why torture yourself?

Don't be fooled by the jazzy box and don't let your lust for racing games cloud your judgement. This is very poor and is to be avoided.

Craig Pearson

3 VERDICT This is just the sort of game ill-advised F1 nuts might be tempted to buy, such is their passion for the sport.





Publisher: Midway **Developer:** Eurocom **Release date:** May **Origin:** US **Style:** Basketball **Players:** Six **Extras:** Multitap **Price:** \$59.95 (\$NZ79.95)



NBA Hoopz

There are such a glut of titles in some genres that it's hard to tell the good from the bad. **NBA Hoopz** is good.

Most Australians have a passing, Granny-sort-of-recognises-you-at-Christmas, knowledge of basketball. Slam dunks, Shaquille O'Neal, the Chicago Bulls, these we all know, but if you want a quick blast then this is the game for you. Short on rules but tall on action and excitement, **NBA Hoopz** is arcade basketball at its best.

Arcade giant Midway has been knocking out variations on this theme longer than EA has been doing its drier, more simmy *NBA Live* series.

Hoopz is a romp, with plenty of over-the-top scores (accompanied by the sound of dive-bombing planes) but that's not to say it's without subtlety. If you want to win consistently you'll need to master a few basic defensive strategies, learning to block lanes, rebound, work hard at stealing.

Clock management is another important aspect, because even though it's relatively easy for you to charge down the other end and score, so it is for your opponent, and games often turn on who scores last in a

quarter and then hangs onto that lead. This can make for tense, thrilling and fun match ups.

There's no escaping *Hoopz's* arcade roots, though, and while they're its biggest strength, they're also its one weakness. Even with multiple difficulty levels, season and tournament play, and some hidden

extras, *Hoopz* is a bit lightweight.

But, let's be honest, how many of us are after that when it comes to basketball?

With two or more players (and it supports up to six at once) *Hoopz* is a blast, and if you're playing solo, it's hugely entertaining in short bursts.

Chris Buxton

7 VERDICT Midway's latest arcade NBA game is a worthy successor to *Jam* and *Showtime*. Simple to play and lots of fun.

Publisher: TBA **Developer:** Real Time Associates **Release date:** TBA **Origin:** US **Players:** One **Price:** TBA



Casper: Friends Around the World

Can anyone remember when **Casper the Friendly Ghost** was created? Do today's kids even know who he is?

Friendly ghost he is. Your task in *Casper: Friends Around The World* is to platform your way through the game's pseudo-3D environments to rescue your fleshly chums.

First off, it's not a bad looker. The graphics are chunky, wholesome, and pleasantly atmospheric in their styling. That's where the fun ends, though. The whole game is set on rails, so to speak. Rather than being able to run

around where you like, you're locked onto a left-to-right path that occasionally, and you've really got to look hard for these bits, enables you travel into the screen.

In short, it's a pretty standard collect 'em up that limits the roads you travel. That said, there are some nice ideas and sequences therein. One of *Casper's* party tricks is to turn himself into a parachute and catch thermals to reach higher platforms,

which works quite well.

The graphics are probably the best part of the game, capturing a 3D-ised version of the cartoon characters that I don't really remember all that well. The gameplay is tedious and unchallenging and there isn't much to keep you coming back.

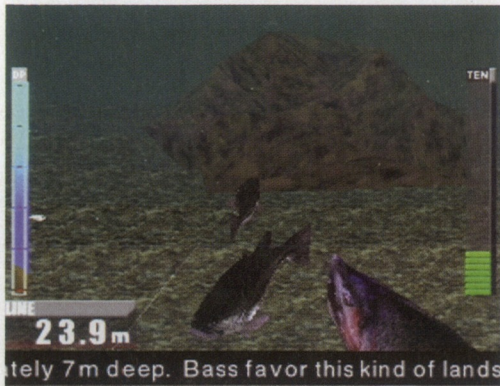
The sub-games on offer, of the bat-

and-ball variety, make a nice break from the action. But these little points of interest soon wear off, as each level is pretty much like the last, and it's never particularly challenging.

Just another standard platformer suffering from a staggering lack of ambition.

Al Bickham

4 VERDICT Yet another fine example of cynical licence abuse for the sake of spinning a buck. The ideas are badly executed.



Publisher: TBA
Developer: Konami
Release date: TBA
Origin: Japan
Style: Fishing
Players: Two
Price: TBA

Fisherman's Bait 3

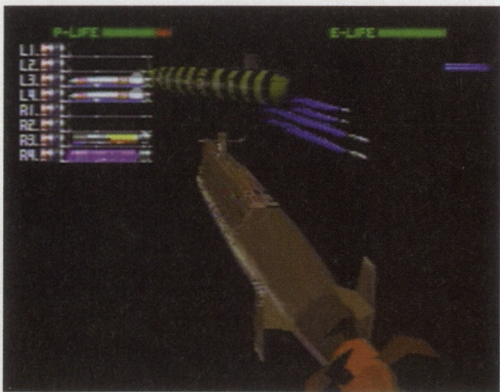
fishing is a bit of a cowardly sport, isn't it? After all, a 5lb fish against a 150lb man with a barbed hook isn't much of a contest. Why not go lion hunting with a fishing rod? It would make for a far more exciting experience.

Like the pastime it portrays, *FB3* is a simple affair. Just cast the line with \times and reel it in by alternately hitting \times and \bullet , hoping for a bite. Once you get the fish near you, the console

takes over, leaving you without the satisfaction of even landing the thing. And that's essentially all the 'action' you'll find in *FB3*. Button-bashing has never been so dull.

There is a choice of lures, but these make little difference to the rate at which you catch fish, because you always get a bite after a minute or so. There's a fish-finder, too, but the fact that the finned ones almost line up to nibble on your bait make it utterly redundant. **CP**

4 VERDICT There's nothing new here and it's so simple to land the fish, you have to wonder what they've been putting in the water.



Publisher: TBA
Developer: Victor Studios
Release date: TBA
Origin: TBA
Players: One
Price: TBA

Submarine Commander

Take heed, people. According to *Submarine Commander*, if we continue to pollute the planet at the current rate, the few of us who survive the melt of the polar ice caps could end up living on nuclear submarines.

Assuming the position of captain, you and your crew of submariners stumble upon a floating town called Plant 9. From here you go against pirate subs and hostile military factions that threaten Plant 9's existence. In

return for your services, you are given steel that can be exchanged for new submarine parts or fancy torpedoes.

The combat element is reminiscent of a flight sim and once you've got to grips with the fussy control system, the 'find them, follow them, frag them' underwater scrapping is decent enough, provided you can tolerate the rudimentary graphics. The story unravels through snippets of speech which are as mystifying as they are dull.

NE

4 VERDICT Some games sound like they should be great, then turn out to be full of nothing but disappointment.

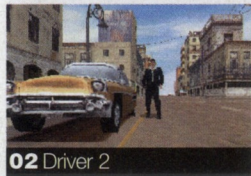
In recent issues

name	issue	score
007 Racing	PSM 41	5
102 Dalmatians: Puppies to the Rescue	PSM 42	4
3, 2, 1! My First Racing Game	PSM 42	4
Action Man: Destruction X	PSM 42	6
Army Men: Air Attack 2	PSM 41	5
Army Men: Operation Meltdown - Land, Sea, Land	PSM 43	2
Army Men: Sarge's Heroes 2	PSM 41	2
Blade	PSM 41	6
Bugs and Taz: Timebusters	PSM 41	7
Buzz Lightyear of Star Command	PSM 43	5
C-12 Final Resistance	PSM 43	8
Castrol Honda VTR	PSM 41	6
Championship Motocross 2001 featuring Ricky Carmichael	PSM 41	6
Chicken Run	PSM 41	7
Dancing Stage Euro Mix	PSM 41	5
Danger Girl	PSM 42	7
Donald Duck: Quack Attack	PSM 41	6
Ducati World	PSM 41	8
Duke Nukem	PSM 42	8
F1 World Grand Prix 2000	PSM 43	6
Fear Effect 2: Retro Helix	PSM 42	8
FIFA 2001	PSM 41	7
Final Fantasy IX	PSM 41	9
Freestyle Motocross: McGrath Vs Pastrana	PSM 41	6
Harvest Moon: Back to Nature	PSM 41	6
HBO Boxing	PSM 42	5
Hello Kitty's Cube Frenzy	PSM 41	7
ISS Pro Evolution 2	PSM 43	10
Knockout Kings 2001	PSM 41	8
Legend of Dragoon	PSM 42	5
Libero Grande International	PSM 42	4
Looney Tunes Racing	PSM 41	4
Medal Of Honor: Underground	PSM 40	9
Ms Pac-Man Maze Madness	PSM 40	8
MTV Pure Ride	PSM 40	4
NBA Live 2001	PSM 41	8
NHL 2001	PSM 41	8
Point Blank 3	PSM 42	7
Power Rangers: Lightspeed Rescue	PSM 43	5
Rampage Through Time	PSM 41	3
Ready 2 Rumble Boxing: Round 2	PSM 41	7
Reel Fishing 2	PSM 41	4
Sheep	PSM 41	6
Spec Ops: Ranger Elite	PSM 42	3
Spyro: Year Of The Dragon	PSM 40	10
Star Wars Demolition	PSM 41	5
The Emperor's New Groove	PSM 42	7
The Grinch	PSM 41	7
The Mummy	PSM 41	4
The Road to El Dorado	PSM 41	5
The Simpsons Wrestling	PSM 43	4
The World Is Not Enough	PSM 41	7
Tiger Woods PGA Tour Golf	PSM 41	6
Tom and Jerry in House Trap	PSM 43	1
Tomb Raider Chronicles	PSM 40	10
Tunguska	PSM 43	2
Ultimate Fighting Championship	PSM 42	5
Vanishing Point	PSM 43	8
WCW Backstage Assault	PSM 41	6
Woody Woodpecker Racing	PSM 41	3
World Destruction League: Thunder Tanks	PSM 42	4

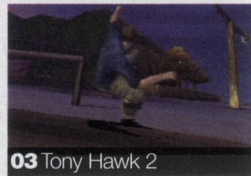




01 Final Fantasy IX



02 Driver 2



03 Tony Hawk 2

top 40 games

Tony Hawk's the man of the month with two games in the top ten. PSM predicts that he will be joined by stablemate, Mat Hoffman, next month.

POS	NAME	DEVELOPER	DISTRIBUTOR
1	Final Fantasy IX	Square	Ozisoft
2	Driver 2	Infogrames	Ozisoft
3	Tony Hawk's Pro Skater 2	Neversoft	Activision
4	Spyro 3: Year of the Dragon	Insomniac Games	Sony
5	WWF SmackDown 2	Yukes	THQ
6	Crash Bash	Eurocom	Sony
7	Tony Hawk's Skateboarding	Neversoft	Activision
8	Medal of Honor Underground	Dreamworks	Dreamworks
9	Buzz Lightyear of Star Command	Activision	Activision
10	TOCA World Touring Cars	Codemasters	Ozisoft
11	FIFA 2001	EA	EA
12	Tomb Raider Chronicles	Eidos	Ozisoft
13	The World is Not Enough	Black Ops	EA
14	Power Rangers	THQ	THQ
15	Looney Toons Racing	Infogrames	Ozisoft
16	007 Racing	Eutechnyx	EA
17	Knockout Kings 2001	EA	EA
18	102 Dalmatians	Eidos	Ozisoft
19	Legend of Dragoon	Sony	Sony
20	Rayman 2	Ubisoft	Ubisoft
21	Viper	Ocean	Sony
22	Blade	Hammerhead	Activision
23	The Little Mermaid 2	Disney	Ozisoft
24	Lion King 2	Activision	Activision
25	Tiger Wood PGA 2001	EA	EA
26	Winnie and Tigger Honey Hunt	NewKidCo	Ubisoft
27	Syphon Filter 2	989 Studios	Sony
28	Muppet Race Mania	Traveller's Tales	Sony
29	Chicken Run	Eidos	Ozisoft
30	Colin McRae Rally 2.0	Codemasters	Ozisoft
31	Spec Ops Ranger Elite	Take 2	Ozisoft
32	Bugs and Taz Time Busters	Infogrames	Ozisoft
33	Formula 1 2000	Sony	Sony
34	Ms Pac-Man Maze Madness	Namco	Activision
35	Vanishing Point	Acclaim	Acclaim
36	Jungle Book Groove Party	Disney	Ozisoft
37	Ducati World	Acclaim	Acclaim
38	MediEvil 2	Sony Interactive	Sony
39	Supercross 2000	EA	EA
40	Jackie Chan Stuntmaster	Radical	Ozisoft

The PSM Top 40 provided by Inform

coming soon >>>>

At the time of going to press, this is the definitive list of upcoming releases. Please bear in mind that making videogames is a volatile process, so release dates can change at short notice. We're not making any promises we can't keep. Please, phone your local retailer to check the game is in stock before you go shopping.

April					
Championship Surfer	Ozisoft	Sport	Lemmings Revolution	Jack Of All Games	Strategy
Chaos Break	Ozisoft	Adventure	Martian Gothic: Unification	Jack Of All Games	Action adventure
Digimon	Infogrames	Virtual Pets/RPG	Mary Kate/Ashley Mystery Mall Acclaim		Adventure
Duke Nukem: LOTB	Infogrames	Action adventure	Mary Kate/Ashley Winner Circle Acclaim		Adventure
ESPN Fisherman's Bait 3	Konami	Fishing	Mat Hoffman's Pro BMX	Activision	BMX
Evil Dead	THQ	Scare 'em up	Power Diggers	Jack Of All Games	Action
Formula Nippon	Ozisoft	Racing	Rainbow Six: Rogue Spear	Ubisoft	Action adventure
Freestyle Scooter	Ubisoft	Scooter racing	Roswell Conspiracies	Ubisoft	Adventure
Ki Grand Prix	Ozisoft	Fighting	Samurai Showdown Warriors	Jack Of All Games	Fighting
Kensei	Ozisoft	Fighting	Time Crisis: Project Titan	Sony	Shooting
Kiss Pinball	Jack Of All Games	Pinball	VIP	Ubisoft	Action adventure
MTV Sports: TJ Lavin's BMX	THQ	Sport	Warriors of Might and Magic	Sony	Action
NBA Hoopz	Midway	Sport	Who Wants to be a Millionaire?	Eidos	Quiz
Over blood 2	Ozisoft	Adventure	World's Scariest Police Chases EA		Racing
Panzer Front	Jack Of All Games	Action adventure	June		
Poochi Carrot	Ozisoft	Puzzle	Army Men: Air Attack 2	Sony	Action
RC Assault With Battery	Mattel	Racing	Army Men: Lock 'n Load	Sony	Action
Ronin Blade	Ozisoft	Fighting	California Watersports	TheyerGFX	Sport
Rugrats In Paris	THQ	Action adventure	Dave Mirra Remix	Acclaim	BMX
Submarine Commander	Jack Of All Games	Action	Lemmings Revolution	Jack Of All Games	Puzzle
Supercross 2001	EA	Motocross	Martian Gothic Unification	Jack Of All Games	Adventure
Toy Story: Racer	Activision	Kart racer	Motocross Mania	Jack Of All Games	Racing
Time Crisis: Project Titan	Namco	Shooter	Wild Thornberries	Mattel	Action adventure
UEFA Challenge	Infogrames	Soccer management	Late 2001		
Vanishing Point	Acclaim	Racing	Black & White	Midas	God
May			Buffy The Vampire Slayer	Fox/EA	Action adventure
Angling the Giant	Acclaim	Fishing	Bust A Groove 2	Enix/Sony	Dancing
Alone In The Dark 4	Infogrames	Action adventure	Cool Boarders 2001	Sony	Snowboarding
Army Men: Omega Soldier	Sony	Action	Dance Dance Revolution	Konami	Dancing
Army Men: Sarge's Heroes 2	Sony	Action	Dragon Warrior VII	Enix	RPG
Batman: Gotham City Racer	Ubisoft	Racing	Earthworm Jim 3D	Shiny/Interplay	Platformer
Batman Over Drive	Ubisoft	Action adventure	GTA: Miami	Take 2/JOAG	Car adventure
Blast Lacrosse	Acclaim	Sport	Jet Rider 3	Rage/Sony	Racing
Elmo's Letter Adventure	Ubisoft	Education	Monster Force	Konami	Action
Elmo's Number Journey	Ubisoft	Education	Motorhead 2	Infogrames/Ozisoft	Futuristic racer
Fatal Fury: Wild Ambition	Jack Of All Games	Fighting	PGA Golf 2001	EA Sports	Golf
Formula One 2001	Sony	Racing	Shane Warne Cricket 2000	Codemasters/Ozisoft	Cricket
Goofy's Fun House	Jack Of All Games	Action Adventure	Sheep Dog 'N' Wolf	Infogrames	Adventure
Harvest Moon: Back to Nature	Ubisoft	Farming sim	Scooby Doo	THQ	Action adventure
Hidden and Dangerous	Jack Of All Games	Action adventure	Simpsons Bowling	EA	Bowling
Inspector Gadget	Ubisoft	Action adventure	Speed Freaks 2	Funcom/Sony	Kart racer
Kiss Pinball	Jack Of All Games	Pinball	Test Drive 6	Infogrames	Racing
			X-Men: Mutant Wars	Activision	Action

PSM most wanted



These are the games that the PSM team are most excited about...



Sheep, Dog 'n' Wolf

Unfortunately, this game has been pushed back even further so we'll be waiting a while for the completed version. Hope it's worth the wait.



Lego Island 2

These little plastic blocks have stood the test of time not simply because they are interchangeable but because they are adaptable as well.



Time Crisis: Project Titian

G-Con blasting action doesn't get much better than this title. It makes great use of what is a fairly limited genre. You'll always be back for more with the Time Crisis games.



Alone in the Dark

There's no better way to spend a Saturday night than wetting your pants while playing a scary, survival horror game. The New Nightmare is promising big things for the genre.

Do you enjoy smacking
yourself on stairs, rails
and burnt out cars?
Have you played chicken
with a speeding train?
Ever had an urge to
throw yourself through
a plate glass window?
We thought so.

grind session





down loading

Your encyclopedia of PlayStation knowledge

A-Z buyer's guide

Genre: ● Shoot 'em up ● Adventure ● Beat 'em up ● First person shooter ● Party puzzle ● Platformer ● Racing ● RPG ● Sport ● Strategy

TOP 5 PARTY GAMES



1. Worms Armageddon

This plays like a classic, strategy board game.



2. Bomberman World

One of the best simple-fun games series ever invented.



3. Crash Team Racing

Kart racing is a fave genre for parties and CTR is the best.



4. Crash Bash

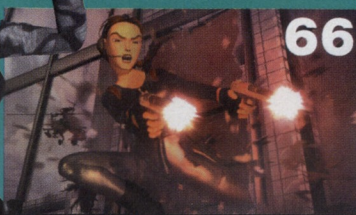
You need a bunch of friends to get the most out of this Crash title.



5. Micro Machines V3

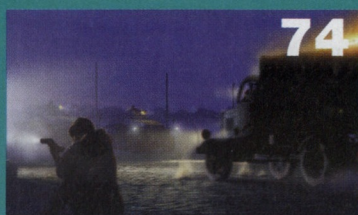
Keeping it simple is the secret to fun party games.

Game	player	1	2	3	4	5	6	7	8	9	10	genre	Score	PSM verdict
007 Racing	1-2	●										●	5	Bond, fast cars, big guns and naughty gadgets.
102 Dalmatians	1	●										●	4	More mediocrity from a Disney licensed game.
3, 2, 1 Smurf!	1-2	●										●	4	A very sub-par kart racing game.
40 Winks	1	●										●	8	Great to look at, although it still is basic platforming action.
Abe's Oddysee	1	●										●	9	One of the most addictive platformers on PSone.
Abe's Exoddus	1	●										●	9	Supersedes Oddysee as the must-have platformer.
Ace Combat 3	1	●										●	8	Decent enough, but don't expect much depth.
Action Man: Destruction X	1	●										●	6	A toy ad cunningly disguised as a game.
Adventures Of Alundra	1	●										●	8	Engrossing and enchanting RPG.
Alien Resurrection	1	●										●	8	Quake who?
Alundra 2	1	●										●	7	Good in 2D, crap in 3D. Buy the original!
AK's Smash Court Tennis	1-4	●	●									●	8	The most fun you can have with a Multitap.
Ape Escape	1-2	●										●	9	Our favourite platform game on PSone.
Armoured Core	1-2	●										●	9	Great robot beat 'em up.
Army Men: Air Attack 2	1-2	●										●	5	Do people actually play all of these Army Men games?
Army Men: Operation Melttdown	1-2	●										●	3	War has never been so tedious.
Army Men: Sarge's Heroes 2	1-2	●										●	2	The worst Army Men game of all.
Ballistic	1-2	●										●	8	The most addictive and frustrating game ever!
Battle Tanx: Global Assault	1-2	●										●	7	Good fun in the short term.
Beatmania	1-2	●										●	7	Arcade-style head-to-head music making.
Bishi Bashi Special	1-2	●		●								●	8	The best two-player party game around!
Blade	1	●										●	6	Wesley Snipes the vampire slayer.
Blaster Master Blasting Again	1	●										●	3	Far too repetitive.
Blood Omen: LOK	1	●										●	9	Be a vampire - top bloody fun!
Bomberman Fantasy Race	1-2	●										●	6	Poking yourself in the eye is more entertaining!
Bomberman World	1-5	●	●									●	8	A fun-fuelled party game to blow you away!
Bugs and Taz: Time Busters	1-2	●										●	7	Bugs Bunny continues his time travelling adventures.
Bust-A-Groove	1-2	●										●	8	Platform-wearing party gaming!
Bust-A-Move 4	1-2	●										●	8	There isn't anything new here but it's still brilliant platforming fun.
Buzz Lightyear	1	●										●	5	One for the kids.
C-12: Final Resistance	1	●										●	8	Very atmospheric with minor flaws.
Castrol Honda VTR	1	●										●	6	A very ordinary motorcycle racing game.
Chase The Express	1	●										●	7	A great game, although sadly lacking originality...
Chicken Run	1	●										●	7	An adventure with lots of likeable characters but a short lifespan.
China	1	●										●	2	Poor old-skool gameplay.
Civilization II	1	●										●	8	Big on challenge, bad on looks.
Colin McRae Rally 2.0	1-2	●										●	9	The best rally game ever. Even better than the first!
Colony Wars	1	●										●	8	Gorgeous, totally playable space blasting.
Colony Wars: Red Sun	1	●										●	9	The slickest shoot 'em up in the galaxy!
C&C: Red Alert	1-2	●		●								●	8	The last word in real-time wargames.
Cool Boarders 4	1-2	●										●	8	Another great addition to the series.
Crash Bandicoot	1	●										●	9	Technically brilliant platformer.
Crash Bandicoot 2	1	●										●	9	Crash returns in style.
Crash Bandicoot 3: Warped	1	●										●	9	The best Crash game on PSone.
Crash Bash	1-4	●	●									●	8	In the running for best party game on PSone.
Crash Team Racing	1-4	●										●	9	Great fun - one of the best karting games on the system.
Cricket 2000	1-2	●										●	8	A bit rough around the edges, but quite playable.
Croc 2	1	●										●	8	Up there with the big boys!
Dancing Stage Euro Mix	1-2	●										●	5	This is physically exhausting, repetitive, yet exhilarating fun.
Danger Girl	1	●										●	7	Comic book cleavage from the Charlie's Angels wannabes
Dave Mirra Freestyle BMX	1-2	●										●	8	Tony Hawk's Skateboarding on two wheels.
Dead Or Alive	1-2	●										●	8	Neat fighting game.
Destruction Derby Raw	1-4	●	●									●	8	Improves little on its aging predecessor.
Devil Dice	1-5	●	●									●	8	Devilishly difficult, but fiendishly fun!
Dino Crisis	1	●										●	9	Every ounce the monster it promised to be!
Dino Crisis 2	1	●										●	9	Another brilliant romp, but with more pace.
Disney World RacingTour	1-2	●										●	6	Great for kids who don't know better...
Doom	1-2	●		●								●	8	Top link-up, but now looking dated.
Driver	1	●										●	10	Believe the hype, a fantastic game.
Driver 2	1-2	●										●	10	More marvellous motoring mayhem!
Ducati World	1-2	●										●	8	Realism and arcade action have been perfectly blended together.
Duke Nukem: Land of the Babes	1-2	●										●	8	More adventure from the Dukester
Duke Nukem: Time To kill	1-2	●										●	8	Nothing new, but solid.
Euro 2000	1-2	●										●	8	It may be official, but it's not the best.



66

Guide to Tomb Raider 5



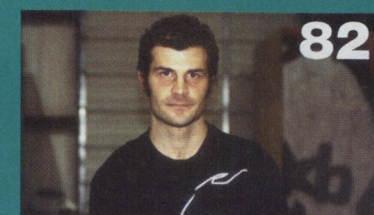
74

Medal of Honor Underground



78

How to use the demo disc



82

PSM chats with Mat Hoffman

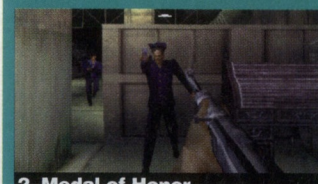
Game	player	1	2	3	4	5	6	7	8	9	Score	PSM verdict
Everybody's Golf 2	1-4	●	●	●	●	●	●	●	●	●	9	Fun and rewarding, just like real golf!
Evo's Space Adventure	1	●	●	●	●	●	●	●	●	●	6	Evo over we go!
Fear Effect 2: Retro Helix	1	●	●	●	●	●	●	●	●	●	8	A solid follow-up to the original title.
FIFA 2001	1-2	●	●	●	●	●	●	●	●	●	7	The arcade style and pacing are good for a quick bash.
Final Doom	1-2	●	●	●	●	●	●	●	●	●	9	New levels, but otherwise the same.
Final Fantasy VII	1	●	●	●	●	●	●	●	●	●	10	The final word in adventure!
Final Fantasy VIII	1	●	●	●	●	●	●	●	●	●	10	The greatest RPG to grace the PlayStation.
Final Fantasy IX	1	●	●	●	●	●	●	●	●	●	9	The final Final Fantasy for PSone.
F1 2000	1-2	●	●	●	●	●	●	●	●	●	8	For a corking F1 game, look no further.
F1 Racing Championship	1-2	●	●	●	●	●	●	●	●	●	7	It's F1 racing but in the slow lane...
F1 Championship Season 2000	1-2	●	●	●	●	●	●	●	●	●	8	An almost carbon copy of the original.
F1 World Grand Prix 2000	1-2	●	●	●	●	●	●	●	●	●	6	Poor graphics and gameplay amidst strong competition.
Formula One 2000	1-2	●	●	●	●	●	●	●	●	●	9	Introduces little innovation but the original quality remains.
Forsaken	1-2	●	●	●	●	●	●	●	●	●	9	Nice graphics engine, adds to this enjoyable futuristic romp.
Front Mission 3	1-2	●	●	●	●	●	●	●	●	●	8	Mech warfare – a destructive delight.
Gauntlet Legends	1-2	●	●	●	●	●	●	●	●	●	6	Time to lay down the Gauntlet games.
Galerians	1	●	●	●	●	●	●	●	●	●	7	Akira meets Resident Evil and it's explosive!
Gex: Deep Cover Gecko	1	●	●	●	●	●	●	●	●	●	7	More of the same, and still boring.
Ghost In The Shell	1	●	●	●	●	●	●	●	●	●	9	Nice package – good for Mangaphiles!
Ghoul Panic	1-2	●	●	●	●	●	●	●	●	●	7	Good, light-hearted ghoul-shootin' fun.
Gran Turismo	1-2	●	●	●	●	●	●	●	●	●	10	The best racing game ever made!
Gran Turismo 2	1-2	●	●	●	●	●	●	●	●	●	10	Another generation of racing paradise!
Grand Theft Auto 2	1	●	●	●	●	●	●	●	●	●	9	A surprisingly playable sequel.
Grind Session	1-2	●	●	●	●	●	●	●	●	●	8	A fine addition to the skateboarding genre.
HBO Boxing	1-2	●	●	●	●	●	●	●	●	●	5	An uninspiring mix of sim and arcade action.
Hello Kitty's Cube Frenzy	1-2	●	●	●	●	●	●	●	●	●	7	A cross between a 2D platformer and Tetris.
Hogs Of War	1-2	●	●	●	●	●	●	●	●	●	8	Fantastically good strategy. An absolute must.
Hydro Thunder	1-2	●	●	●	●	●	●	●	●	●	7	Average attempt at racing on waves...
In Cold Blood	1	●	●	●	●	●	●	●	●	●	8	Bond does point-and-click. Smooth.
Infestation	1	●	●	●	●	●	●	●	●	●	2	Infinite space equals infinite boredom.
ISS Pro Evolution	1-4	●	●	●	●	●	●	●	●	●	10	The second best soccer game ever. Only beaten by its sequel.
ISS Pro Evolution 2	1-4	●	●	●	●	●	●	●	●	●	10	Quite simply the greatest soccer game ever made!
Jackie Chan Stuntmaster	1	●	●	●	●	●	●	●	●	●	6	Hi-flying hi-jinks with the king of kung fu!
Jedi Power Battles	1-2	●	●	●	●	●	●	●	●	●	8	A good romp, if a little shallow.
J. McGrath SuperCross 2000	1-2	●	●	●	●	●	●	●	●	●	4	Looks awful and plays worse.
King's Field	1	●	●	●	●	●	●	●	●	●	6	Long-lasting RPG with satisfactory graphics.
Knockout Kings 2001	1-2	●	●	●	●	●	●	●	●	●	8	Even more realistic and tactical than its prequel.
Land Maker	1-2	●	●	●	●	●	●	●	●	●	9	Bizarre but enjoyable puzzler.
Legend Of Dragoon	1	●	●	●	●	●	●	●	●	●	5	A Final Fantasy clone which fails in many different ways.
Legend Of Legaia	1	●	●	●	●	●	●	●	●	●	8	An excellent RPG with innovative combat.
Libero Grande International	1-2	●	●	●	●	●	●	●	●	●	4	Realism to the point of stupidity.
Looney Tunes Racing	1-2	●	●	●	●	●	●	●	●	●	4	Bugs and buddies try, unsuccessfully, to jump on the band wagon.
MDK	1	●	●	●	●	●	●	●	●	●	9	Brilliantly conceived 3D shooter.
Madden 2001	1-4	●	●	●	●	●	●	●	●	●	9	Comprehensive playbooks that should satisfy.
Medal Of Honor	1-2	●	●	●	●	●	●	●	●	●	9	A deeply engrossing GoldenEye clone. Brilliant.
Medal Of Honor: Underground	1-2	●	●	●	●	●	●	●	●	●	9	The PlayStation's definitive first-person shooter.
MediEvil	1	●	●	●	●	●	●	●	●	●	7	Death has never looked so appealing.
MediEvil 2	1	●	●	●	●	●	●	●	●	●	9	A dark and funny platformer.
Metal Gear Solid	1	●	●	●	●	●	●	●	●	●	10	The best action adventure game ever released!
MGS: Special Missions	1	●	●	●	●	●	●	●	●	●	7	The perfect compliment to the greatest game ever!
Micro Machines V3	1-8	●	●	●	●	●	●	●	●	●	9	Blistering racing game. Fantastic!
Micro Maniacs	1-4	●	●	●	●	●	●	●	●	●	9	Manic fun in multiplayer mode.
Mike Tyson Boxing	1-8	●	●	●	●	●	●	●	●	●	5	Inferior to EA's Knockout Kings.
Mighty Hits Special	1-2	●	●	●	●	●	●	●	●	●	6	Worth hiring for a night of fun.
Mission: Impossible	1	●	●	●	●	●	●	●	●	●	7	Dire graphics mask compelling gameplay.
MoHo	1-2	●	●	●	●	●	●	●	●	●	8	Freaky but flawed future sports.
Monkey Hero	1	●	●	●	●	●	●	●	●	●	8	An above-average Zelda clone.
Monster Trucks	1	●	●	●	●	●	●	●	●	●	7	A competent but dull off-roader.
Mortal Kombat 4	1-2	●	●	●	●	●	●	●	●	●	8	There are better incarnations out there.
Moto Racer 2	1-2	●	●	●	●	●	●	●	●	●	6	A superb sequel offering lots of entertainment.
Motorhead	1-2	●	●	●	●	●	●	●	●	●	9	A turbo-charged, albeit short-lived racer.
Motor Toon GP	1-2	●	●	●	●	●	●	●	●	●	8	Highly playable cartoon racer.
Mr Domino	1	●	●	●	●	●	●	●	●	●	7	Original, but lacks a lasting challenge.
MTV Snowboarding	1-2	●	●	●	●	●	●	●	●	●	8	Trick combo heaven, but a tad glitchy.
MTV Sports: Skateboarding	1-2	●	●	●	●	●	●	●	●	●	5	Subordinate to Tony Hawk's in every way.
Muppet RaceMania	1-2	●	●	●	●	●	●	●	●	●	9	Racing so good, it's silly!
Music 2000	1-4	●	●	●	●	●	●	●	●	●	9	Infinitely better than the last – this is perfection!
N.Gen Racing	1-2	●	●	●	●	●	●	●	●	●	8	Slick, but flawed air racing action...
Nanotek Warrior	1	●	●	●	●	●	●	●	●	●	7	Tired shoot 'em up set at molecular level.
NBA Jam Extreme	1-2	●	●	●	●	●	●	●	●	●	6	Over-exaggerated arcade port-over. Numb.
NBA Live 2000	1-8	●	●	●	●	●	●	●	●	●	9	Jordan gets in on the NBA series at last.
NBA Live 2001	1-8	●	●	●	●	●	●	●	●	●	8	EA churns out another playable effort to keep fans satisfied.
NBA Pro '99	1-8	●	●	●	●	●	●	●	●	●	5	Very similar to the previous Pros.
NBA Showtime	1-4	●	●	●	●	●	●	●	●	●	7	Slightly entertaining and very rough-looking...

TOP 5 MILITARY GAMES



1. Medal of Honor: Underground

Possibly the best first person shooter on the PSone.



2. Medal of Honor

This is the Nazi-killing classic that started it all.



3. Soviet Strike

A great combination of strategy and action from the Strike series.



4. Command & Conquer: Red Alert

Real time strategy games are pretty rare on the PSone.



5. Warzone 2100

Another RTS, but not quite as good as Command and Conquer.

new release

F1 WORLD GRAND PRIX 2000

There are better Formula One games out there but F1 World Grand Prix 2000 is still worthy of a look in.





TOP 5 RETRO GAMES



1. R-Types

The two best eighties space shooters in arcade-perfect form.



2. Capcom Generations

Four discs worth of Capcom's best arcade games.



3. The Next Tetris

Whether it's the next *Tetris* or the previous doesn't matter. It's good.



4. Ms Pac-Man Maze Madness

This one will take you back to the early eighties.



5. Arcade Party Pack

Six pixel-perfect ports of 720, *Toobin'*, *Klax*, *Smash TV* and more.

new release

THE SIMPSONS WRESTLING

If you are a *Simpsons* fanatic there'll be no holding you back from this game. Otherwise it's only fun for a quick bash or a bit of a chuckle. *SmackDown 2* has it all over Homer when it comes down to the mat.



The Simpsons Wrestling

Game	player						genre	Score	PSM verdict
Need For Speed 2, The	1-2	●					6	6	Poor quality graphics, but offers lasting entertainment.
Need For Speed 3, The	1-2	●					8	8	Blindingly fast, but without some of the magic.
NFS: Porsche 2000	1-2	●					8	8	Drives like a dream, looks like a Skoda.
Newman Haas Racing	1-2	●					7	7	Very similar to <i>F1 '97</i> , which is better.
NFL Blitz	1-2	●					8	8	A serious <i>Madden</i> contender!
NFL Blitz 2000	1-4	●	●				9	9	NFL has never been more fun or accessible.
NFL Game Day	1-2	●					5	5	American football – who cares?
NFL Xtreme	1-2	●					5	5	There's nothing xtreme about it.
NHL 2001	1-8	●					8	8	Another quality sports game from EA.
NHL '99	1-8	●					9	9	Smooth, hard, fast and very cool.
NHL FaceOff 2000	1-8	●	●				7	7	Not good, not good at all...
Nightmare Creatures 2	1	●					7	7	Highly derivative slash 'em up.
Ninja: Shadow Of Darkness	1	●					6	6	Looks good, but gets repetitive too soon.
ODT	1	●					6	6	Masterful, unforgiving mutant mayhem!
Omega Boost	1	●					8	8	An excellent game, but far too short.
One	1	●					8	8	One of the most destructive games ever!
Overboard	1-5	●	●				8	8	Fun-fuelled ship combat game.
Pac-Man World	1	●					8	8	He's Pac, and loving it!
Pandemonium	1	●					8	8	Enjoyable platform game, but too restrictive.
Panzer General	1-2	●					7	7	Strategy war game for dedicated fans.
PaRappa the Rapper	1	●					8	8	Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve II	1	●					7	7	Blemished, but slick nonetheless.
PGA Tour '98	1-4	●	●				7	7	Best-looking golf, yet hampered gameplay.
Pitball	1-4	●	●				6	6	Rough and confusing futuristic sports.
Player Manager 2000	1-2	●					9	9	Not as user-friendly as <i>LMA</i> , but just as rewarding!
Pocket Fighter	1-2	●					8	8	Rehashed formula, but still immensely satisfying.
PO'ed	1	●					5	5	Scrappy <i>Doom</i> clone, meant to be humorous.
Point Blank 2	1-2	●					7	7	You like <i>Point Blank</i> ? You'll like this!
Point Blank 3	1-8	●					7	7	More of the same for fans of the series.
Pong	1-4	●	●				5	5	At its core it's still an outdated game.
Pool Hustler	1-2	●					6	6	Very playable, but not as authentic as <i>Pool Shark</i> .
Pop 'N' Pop	1-2	●					8	8	A tough and enjoyable puzzler from Taito.
Populous: The Beginning	1	●					7	7	An excellent game, marred by slowdown.
Porsche Challenge	1-2	●					8	8	Superb looking, technically brilliant but too slow.
Power Rangers	1	●					5	5	Some fads need to know when they are dead.
Poy Poy 2	1-4	●	●				7	7	Been there, done that, but quite likeable.
Premier Manager 2000	1-4	●					6	6	Not as good as <i>LMA Manager</i> , but worth a look...
Pro 18 World Tour Golf	1-8	●	●				8	8	Golfing fans should check it out.
Pro Pinball: Timeshock	1-2	●					8	8	The best pinball game available on PlayStation.
Psychic Force 2	1-2	●					4	4	Big in bulk, but devoid of any long-term thrills.
Quake II	1-4	●	●				10	10	A truly stunning accomplishment. Amazing!
R-Type Delta	1	●					9	9	Pure adrenaline-pumping shooting perfection!
Radikal Bikers	1-2	●					5	5	Provides short-term fun, but little beyond...
Rage Racer	1	●					7	7	Super-fast, varied, playable racer.
Railroad Tycoon 2	1	●					5	5	A disappointing PSone conversion.
Rainbow Six	1	●					8	8	Nice and complex, although could have done with more polish.
Rally Championship	1-2	●					7	7	Good-looking, but ultimately boring rally game.
Rally Cross	1-4	●	●				8	8	First class off-road antics best with a mate.
Rally Cross 2	1-2	●					8	8	A bit of a rough looker, but it plays well enough.
Rally Masters	1-2	●					7	7	An arcade-style alternative to <i>Colin McRae</i> .
Rampage 2: Universal Tour	1-3	●	●				5	5	Don't expect the Earth to move...
Rampage Through Time	1-2	●					3	3	The worst <i>Rampage</i> title yet.
Rapid Racer	1-2	●					9	9	Powerful and glossy, but repetitive...
Rascal	1	●					6	6	Accomplished platformer – good for the kids!
Rayman 2	1	●					8	8	Triumphant 3D return of our 'armless' friend.
Ray Storm	1-2	●					8	8	Overwhelming two-player space shoot 'em up.
RC Stunt Copter	1-2	●					8	8	A deep game that will appeal to the patient.
Ready 2 Rumble Boxing	1-2	●					7	7	An amusing boxing sim, check it out...
Ready 2 Rumble: Round 2	1-2	●					7	7	This time Michael Jackson and Shaquille O'Neal are playable.
Rebel Assault 2	1	●					6	6	<i>Star Wars</i> shoot 'em up. Boring and repetitive.
Reboot	1	●					6	6	Easy on the eye. Good short-term fun.
Red Alert	1	●					8	8	The old classic. A bargain bin purchase.
Reel Fishing 2	1	●					4	4	Just as exciting as the real thing.
Rescue Shot	1	●					7	7	Bunny-filled gunning mayhem. Go figure!
Resident Evil	1	●					8	8	Gothic horror adventure – recommended!
Resident Evil: Director's Cut	1	●					8	8	Not worth getting if you already own the original.
Resident Evil 2	1	●					10	10	A truly spectacular sequel and utterly terrifying!
Resident Evil 3 Nemesis	1	●					9	9	Removed as a sequel, but more action-packed.
Resident Evil Survivor	1	●					7	7	Innovative, but cheaply produced and repetitive...
Retro Force	1-2	●					5	5	Don't even bother. A very poor excuse of a shoot 'em up.
Return Fire	1-2	●					6	6	Average 3DO split-screen army romp.
Re-Volt	1-2	●					7	7	Messy and quite unplayable in places.
Ridge Racer	1	●					8	8	Launch game that's starting to show its age.
Ridge Racer Revolution	1-2	●					8	8	A better game, with link-up and nicer cars.
Ridge Racer Type 4	1-4	●					9	9	Frighteningly fast arcade racing game.
Riot	1-2	●					7	7	Moribund futuristic sports – like <i>Rollerball</i> .
Rival Schools	1-8	●					9	9	Not as fast and as the Japanese version but essential rumbling.
Roadsters	1-2	●					5	5	Fast, but lacking depth.
Road Rage	1-2	●					7	7	Detestable and trashy shoe box sim. Ugh!
Road Rash Jailbreak	1-4	●					6	6	Too much racing and not enough biff.
Road Rash 3D	1	●					6	6	Disappointing sequel with no guts.
Robotron X	1-2	●					6	6	Classic, fast gameplay, but we prefer the original.
Rogue Trip	1-2	●					7	7	Motoring madness with knobs on.
Rollcage Stage II	1-2	●					9	9	Good fun, but not a vast step-up from the first.
Ronin Blade	1	●					6	6	Great hack 'n' slash fun, but very limited.
Rosco McQueen	1	●					8	8	Play with fire and get this sizzling game!
Rugrats	1	●					7	7	Made for kids, but it's still average.
Saga Frontier 2	1	●					7	7	Too dull, even for a role-playing game.



Game	player	1	2	3	4	5	6	7	8	9	Score	PSM verdict
San Francisco Rush	1-2	●	●	●	●	●	●	●	●	●	6	Not quite the worst racing game of all time.
S.C.A.R.S.	1-8	●	●	●	●	●	●	●	●	●	7	A fine, albeit rough-looking racing game.
Sentinel Returns	1	●	●	●	●	●	●	●	●	●	8	Very repetitive strategy game but rewarding for the patient.
Shadow Madness	1	●	●	●	●	●	●	●	●	●	6	Fun but unrewarding adventuring.
Shadow Man	1	●	●	●	●	●	●	●	●	●	7	A disappointing conversion.
Shadow Master	1	●	●	●	●	●	●	●	●	●	7	Nice try, but lacks variety...
Shane Warne Cricket	1-2	●	●	●	●	●	●	●	●	●	9	One of the best sports games on the system.
Sheep	1-2	●	●	●	●	●	●	●	●	●	6	Disappointing Lemmings-like action.
Silent Bomber	1-2	●	●	●	●	●	●	●	●	●	7	An all-round explosive package!
Silent Hill	1	●	●	●	●	●	●	●	●	●	8	Scary as hell, but rough around the edges.
Sim City 2000	1	●	●	●	●	●	●	●	●	●	8	A fantastic game. Not suited to PlayStation, though.
Skull Monkeys	1	●	●	●	●	●	●	●	●	●	6	Pleasurable plasticine playability.
Sled Storm	1-4	●	●	●	●	●	●	●	●	●	8	Snowboarding with engines... Superb stuff.
Smurfs, The	1	●	●	●	●	●	●	●	●	●	7	A great game for the youngsters.
Soul Blade	1-2	●	●	●	●	●	●	●	●	●	9	The best weapons-based beat 'em up on PSone.
Soul Reaver: Legacy Of Kain 1	1	●	●	●	●	●	●	●	●	●	9	Better and darker than Tomb Raider...
South Park	1-4	●	●	●	●	●	●	●	●	●	6	Exceedingly lame and repetitive.
South Park: Chef's Luv Shack	1-4	●	●	●	●	●	●	●	●	●	3	Full of American-orientated questions straight from the toilet.
South Park Rally	1-2	●	●	●	●	●	●	●	●	●	6	A decent multiplayer bash for South Park fans only.
Soviet Strike	1	●	●	●	●	●	●	●	●	●	8	Decent helicopter shoot 'em up, with rough looks.
Space Debris	1	●	●	●	●	●	●	●	●	●	6	Frenetic but tiresome 3D shooter...
Space Invaders	1-2	●	●	●	●	●	●	●	●	●	5	Addictive for a couple of hours, after that forget it!
Space Hulk	1	●	●	●	●	●	●	●	●	●	8	Claustrophobic and intense 3D strategy game.
Space Jam	1-6	●	●	●	●	●	●	●	●	●	7	Fun cartoon basketball game based on the film.
Spawn: The Eternal	1	●	●	●	●	●	●	●	●	●	5	Dull and imaginative adventure from hell.
Spec Ops: Ranger Elite	2	●	●	●	●	●	●	●	●	●	3	Abysmal control and computer AI annihilate any potential.
Special Ops: Stealth Patrol	1	●	●	●	●	●	●	●	●	●	4	Good ideas put together poorly.
Speedball 2100	1-2	●	●	●	●	●	●	●	●	●	7	A hugely disappointing update of a classic.
Speed Freaks	1-4	●	●	●	●	●	●	●	●	●	8	The greatest karting game ever.
Speedster	1-2	●	●	●	●	●	●	●	●	●	4	Overhead racer with adequate handling, but slow gameplay.
Spice World	1	●	●	●	●	●	●	●	●	●	6	Total waste of Spice... Cheap, though!
Spider	1	●	●	●	●	●	●	●	●	●	6	'On rails' arachnoid platformer offering short-term thrills.
Spider-Man	1	●	●	●	●	●	●	●	●	●	9	A fine, yet flawed super-heroic experience.
Spyro The Dragon	1	●	●	●	●	●	●	●	●	●	8	A polished platformer, but devoid of challenge.
Spyro The Dragon 2	1	●	●	●	●	●	●	●	●	●	9	Builds on the original to become a classic!
Spyro: Year Of The Dragon	1	●	●	●	●	●	●	●	●	●	10	Same parcel, just better.
Star Gladiator	1-2	●	●	●	●	●	●	●	●	●	7	Competent beat 'em up from Capcom.
Star Ixiom	1	●	●	●	●	●	●	●	●	●	7	A good shooter, but the gameplay is dated.
Star Trek Invasion	1-2	●	●	●	●	●	●	●	●	●	9	Engaging from the beginning.
Star Wars Demolition	1-2	●	●	●	●	●	●	●	●	●	5	It's hard to go wrong with Star Wars but this game succeeds.
Star Wars: Episode One	1	●	●	●	●	●	●	●	●	●	9	Follow the movie plot and use force abilities.
Star Wars: Jedi Power Battles	1-2	●	●	●	●	●	●	●	●	●	8	A feasible arcade sabre-fest.
Star Wars: Masters Of Teras Kasi	1-2	●	●	●	●	●	●	●	●	●	7	A great licence, but somewhat wasted.
Streak	1-2	●	●	●	●	●	●	●	●	●	5	Average hoverboarding game...
Street Fighter Collection	1-2	●	●	●	●	●	●	●	●	●	8	Good fun for fans of this arcade classic.
Street Fighter Collection 2	1-2	●	●	●	●	●	●	●	●	●	7	Solid streetfighting history for the fan-boys.
Street Fighter EX Plus	1-2	●	●	●	●	●	●	●	●	●	8	It's absolutely EX-cellent!
Street Fighter EX2 Plus	1-2	●	●	●	●	●	●	●	●	●	7	Seems a bit dated now, but still pretty solid.
Street Fighter Alpha 2	1-2	●	●	●	●	●	●	●	●	●	9	Simple, colourful graphics - total gameplay!
Street Fighter Zero 3	1-2	●	●	●	●	●	●	●	●	●	9	The best Street Fighter game ever released!
Street Racers	1-8	●	●	●	●	●	●	●	●	●	6	Childish Mario Kart wannabe.
Street Skater 2	1-2	●	●	●	●	●	●	●	●	●	8	Mild fun, but it's still no Tony Hawk.
Strider 2	1-2	●	●	●	●	●	●	●	●	●	6	Very old-school gaming, but a riot nonetheless.
Suikoden 2	1	●	●	●	●	●	●	●	●	●	7	Features average RPG elements and not much else.
Superbike 2000	1-2	●	●	●	●	●	●	●	●	●	7	More like pushbike than superbike...
Super Puzzle Fighter 2	1-2	●	●	●	●	●	●	●	●	●	6	SF-styled Japanese puzzler.
Supersonic Racers	1-8	●	●	●	●	●	●	●	●	●	5	Chaotic Wacky Races-style multiplayer romp.
Swagman	1	●	●	●	●	●	●	●	●	●	6	Proficient cutesy overhead cartoon adventure.
Swing	1-2	●	●	●	●	●	●	●	●	●	6	An amazingly technical puzzler to get the neurons firing.
Sydney 2000	1-8	●	●	●	●	●	●	●	●	●	8	Standard button-blasters.
Syndicate Wars	1-4	●	●	●	●	●	●	●	●	●	8	We love the smell of napalm in the morning!
Syphon Filter	1	●	●	●	●	●	●	●	●	●	8	A vast, sprawling adventure that rocks!
Syphon Filter 2	1-2	●	●	●	●	●	●	●	●	●	9	A sequel to surpass all sequels!
Tank Racer	1-2	●	●	●	●	●	●	●	●	●	6	Ignore the ugly face and enjoy its fun-filled soul.
Tarzan	1	●	●	●	●	●	●	●	●	●	8	Colourful vine-swinging action.
Team Buddies	1-4	●	●	●	●	●	●	●	●	●	8	For those who consider themselves obscene.
Tekken	1-2	●	●	●	●	●	●	●	●	●	9	The ultimate 3D beat 'em up in its time - still decent.
Tekken 2	1-2	●	●	●	●	●	●	●	●	●	9	Brilliant 3D beat 'em up - an essential purchase!
Tekken 3	1-2	●	●	●	●	●	●	●	●	●	10	Undoubtedly the greatest beat 'em up around.
Tenchu	1	●	●	●	●	●	●	●	●	●	7	Dark and deadly assassination action.
Tenchu 2	1	●	●	●	●	●	●	●	●	●	7	Superlative snooping. Lacks originality, though.
Tennis Arena	1-4	●	●	●	●	●	●	●	●	●	7	Slick, addictive and playable...
Terracon	1	●	●	●	●	●	●	●	●	●	8	An original platformer full of big-headed aliens.
Test Drive 5	1-2	●	●	●	●	●	●	●	●	●	7	Pipped at the post by the opposition.
The Emperor's New Groove	1	●	●	●	●	●	●	●	●	●	7	Disney's latest movie translated to the PSone.
The Grinch	1	●	●	●	●	●	●	●	●	●	7	Dr Seuss' humbug appears on the PSone.
The Mummy	1	●	●	●	●	●	●	●	●	●	4	A few hours of flat, tiresome, button-mashing action.
The Road to El Dorado	1	●	●	●	●	●	●	●	●	●	5	Another Disney movie tie-in.
The Simpsons Wrestling	2	●	●	●	●	●	●	●	●	●	4	A poor game not worthy of the licence.
The World Is Not Enough	1	●	●	●	●	●	●	●	●	●	7	The name's Bond, James Bond.
Theme Hospital	1	●	●	●	●	●	●	●	●	●	7	More fun than a hospital ever could ever be!
Theme Park World	1	●	●	●	●	●	●	●	●	●	8	A complex, yet thoroughly rewarding sim.
This Is Soccer 2	1-4	●	●	●	●	●	●	●	●	●	6	Pasted by the opposition.
Thrasher: Skate & Destroy	1-2	●	●	●	●	●	●	●	●	●	8	Not as good as Tony Hawk, but a decent alternative.
Three Lions Soccer	1-2	●	●	●	●	●	●	●	●	●	7	Pretty, but sluggish to play. Not worth the hype.
Tiger Woods PGA Tour Golf	1-2	●	●	●	●	●	●	●	●	●	6	Slightly better than last year's effort.
Time Commando	1	●	●	●	●	●	●	●	●	●	8	Restrictive but graphically impressive adventure.
Time Crisis	1	●	●	●	●	●	●	●	●	●	9	Stupendous lightgun shooting action. A blast.

TOP 5 COMIC GAMES



1. Spider-Man

There has never been a better superhero video game.



2. Marvel vs. Capcom

The icons of Marvel brawling with the icons of Capcom. Sweet!



3. X-Men vs. Street Fighter

This was a brilliant idea only upstaged by Marvel vs. Capcom.



4. Marvel Super Heroes

Marvel Comics know how to pick good developers for their heroes.



5. Danger Girl

What it lacks in gameplay in makes up for in breast size.

VANISHING POINT

new release

This game has been in the works for quite a while and the end result is a unique take on the racing genre. Most of the game seems to be racing against the clock, not other competitors. Worth taking for a test run.



Vanishing Point



downloading A-Z GAMES GUIDE

Game	player	1	2	3	4	5	6	7	8	9	10	Score	PSM verdict
Tiny Tank	1-2	●										6	Comedic death at its very best!
Tobal No. 1	1-2	●										9	Cracking high-res beat 'em up with Quest mode.
TOCA Touring Cars	1-2	●										9	Really fast, really fun, really racing!
TOCA Touring Cars 2	1-2	●		●								9	Non-stop clutch burning bliss!
TOCA World Touring Cars	1-4	●	●									9	Blissfully combines arcade and simulation fun.
Tokyo Highway Battle	1	●										6	Great concept let-down by low overall speed.
Tom and Jerry in House Trap 2	1	●										1	Lame rip off of an 80's puzzle game.
Tombi	1	●										7	Unrewarding, dated platformer/RPG.
Tombi 2	1	●										6	A below par piece of platforming action.
Tomb Raider	1	●										9	Superb Indiana Jones-style 3D adventure.
Tomb Raider II	1	●										8	A fine sequel that boasts plenty of action.
Tomb Raider III	1	●										9	A decent and enjoyable second sequel.
Tomb Raider: TLR	1	●										10	The best of the lot, albeit slightly unoriginal.
Tomb Raider Chronicles	1	●										10	Tighter than the last two adventures.
Tommi Mäkinen Rally	1-2	●										8	Another good rally game, but there are better.
Tomorrow Never Dies	1	●										6	Bond fanatics may enjoy this driving and skiing adventure.
Tony Hawk's Skateboarding	1-2	●										9	Unbeatable, authentic skating bliss...
Tony Hawk's Pro Skater 2	1-2	●										9	Finest skater, bar none.
Top Gun	1	●										5	Lack-lustre combat flight sim based on the film.
Toshinden 4	1-2	●										3	Four beat 'em ups and a funeral.
Total NBA '98	1-8	●	●									8	The best of the series!
Toy Story 2	1-2	●										8	Looks good, but is a little frustrating...
Trap Runner	1-2	●										7	Okay for a while, but you'll soon get bored.
Trash It	1-4	●	●									6	Average hammer-based puzzle game.
Treasures Of The Deep	1	●										8	Atmospheric underwater adventure.
Trick 'N' Snowboarder	1-2	●										7	Capcom's own stab at snowboarding...
Triple Play 2000	1-2	●										8	The best baseball game ever released on PSone!
Tunguska	1	●										2	Below par adventure drivel.
Tunnel B1	1-2	●										7	Glitzy graphical showpiece. Short lived.
Twisted Metal 2	1-2	●										9	Remarkably compelling two-player blast-a-thon.
UEFA Champions League 99/00	1-4	●	●									8	A vast improvement over the original...
UEFA Striker	1-2	●										7	Simple, arcade-style football - very enjoyable.
Ultimate Fighting Championship	1-2	●										5	A bad hybrid of fighting and wrestling.
Um Jammer Lammy	1-2	●										8	Addictive and amusing guitar action!
Unholy War (The)	1-2	●										7	Flawed, but offers pretty exciting two-player combat.
Urban Chaos	1	●										8	Chaotic from start to finish.
V2000	1	●										8	Uncompromising thinking man's shoot 'em up.
Vagrant Story	1	●										9	A glorious RPG with a cinematic plot.
V-Ball Beach Volley Heroes	1-2	●										5	Arcade volleyball sim. Simple but lots of fun.
Vampire Hunter D	1	●										3	Sucks in every sense of the word.
Vandal Hearts II	1	●										8	Engrossing and very playable adventure game.
Vanishing Point	16	●										8	A great rally-style racing game.
Vib Ribbon	1	●										7	Truly unique dancing platformer.
Victory Boxing 2	1-2	●										5	Frantic flying fist action in a standard sequel.
Vigilante 8	1-2	●										9	Big guns, huge explosions, gigantic appeal!
Vigilante 8: Second Offense	1-2	●										6	More of the same with little improvement.
Virtual Golf	1-4	●										5	Drab golf sim. <i>Actua Golf 2</i> is much better.
Virus	1	●										4	Dodgy controls and visuals - avoid.
VMX Racing	1-2	●										4	Rough-looking, unplayable racer.
V-Rally	1-2	●										8	Fast and accurate rally sim featuring great split-screen action.
V-Rally 2	1-4	●	●									8	World class action - an absolute must!
Vs	1-2	●										8	Slick, but simplistic street fighting.
Wacky Races	1-2	●										4	<i>Tacky Races</i> more like. Sheesh.
Warcraft 2	1	●										8	Utterly compelling medieval strategy fest.
Wargames: Defcon 1	1-2	●										7	Limited tactical warfare sim.
Warzone 2100	1	●										9	Very challenging and very sharp strategy game.
WCW Backstage Assault	1-2	●										6	Very clumsy wrestler when compared to <i>SmackDown</i> .
WCW Mayhem	1-4	●	●									7	It don't look pretty and it ain't as fun as <i>SmackDown</i> .
WCW Nitro	1-2	●										6	Old style wrestling action.
WCW Vs The World	1-2	●										7	Nothing new or exciting here.
WCW Thunder	1-2	●										5	Room for improvement.
WDL: Thunder Tanks	1-2	●										4	A good idea badly executed.
Wild 9	1	●										7	A decent platformer, but we've seen it all before.
Wild Arms	1	●										8	Hugely enjoyable RPG offering a serious challenge.
Williams' Arcade's Greatest	1-2	●										6	Decent retro pack featuring <i>Robotron</i> and <i>Defender</i> .
Wipeout	1-2	●										9	A state-of-the-art pop culture racer.
Wipeout 2097	1-2	●	●									10	Far better than <i>Wipeout</i> - a stunning game.
Wipeout 3	1-4	●	●									10	Phenomenal futuristic anti-gravity fun.
Woody Woodpecker racing	1-2	●										3	Lame, lame, lame kart game.
World C'Ship Snooker	1-2	●										8	A good crack, if you like that sort of thing...
World Cup '98	1-8	●	●									9	Captures the hype of the event... But it's all over now!
Worms: Armageddon	1-4	●										8	A brilliant sequel that'll blow you away!
Wu-Tang: Taste The Pain	1-4	●	●									8	Gang-bangin' four-player brilliance!
WWF Attitude	1-4	●	●									8	An entertaining and engrossing wrestle-fest.
WWF SmackDown	1-4	●	●									8	Get angry in the ultimate wrestling game.
WWF SmackDown 2	1-4	●	●									8	Better than the original, but not a huge difference.
WWF Warzone	1-4	●	●									7	Again, nothing new, but it's decent enough...
X-Files (The)	1	●										6	A dated flick-screen concept, but compelling...
X Games Pro Boarders	1-2	●										8	Good quality snowboarding game.
Xena: Warrior Princess	1	●										6	A strangely compelling old-skool beat 'em up.
Xenocracy	1	●										7	Not an epic, but still fun and engrossing.
X-Men: Children Of The Atom	1-2	●										7	The tight arcade gameplay is lost in this conversion.
X-Men Vs Street Fighter EX	1-2	●										7	Flashy and vibrant, but the Saturn wins this time!
X-Men Mutant Academy	1-2	●										5	Utterly formulaic fighting sim.
YoYo's Puzzle Park	1-2	●										7	A worthy platformer from the golden age of 2D!
Z	1-2	●										7	Hard as hell, but intensely rewarding.
Zero Divide	1-2	●										6	One of the first fighting games on the PSone but it's aged badly.
Zero Divide 2	1-2	●										6	An average mech fighter with nothing original to offer.

TOP 5 ANIMAL GAMES



1. Spyro series

Is a dragon an animal? Each game is an improvement over the last.



2. Muppet RaceMania

Sure, they're all puppets but they're still animals.



3. Ape Escape

Monkeys are naturally funny animals. How could you go wrong?



4. Parappa the Rapper

This was an odd game but turned out to be a classic.



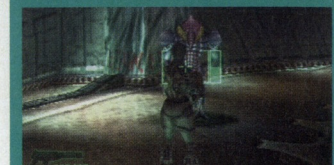
5. Croc 2

Crocodiles are one of the oldest species on the planet.

new release

C-12 FINAL RESISTANCE

Have a gander at last issue's demo for the goods on SCE's latest stealth 'em up. The aliens have landed and it's up to you to send them packing. This very *Metal Gear Solid* inspired game drips with menace.



C-12 Final Resistance

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OCTOBER '00 - #38

Disc contents - Spider-Man, Disney World Magical Racing Tour, TOCA World Touring Cars, Rayman 2, Tenchu 2, X-Men: Mutant Academy video, RC Revenge video, Sydney 2000 video, Mille Miglia video, Infestation video, Download cheats.



NOVEMBER '00 - #39

Disc contents - Dave Mirra Freestyle BMX, Grind Session, Sydney 2000, Formula One 2000, Terracon, Mr Driller, Driver 2 video, Superman video, Ducati Life video, LMA Manager 2001 video, Download cheats.



DEC '00 - #40

Disc contents - Driver 2, X-Men: Mutant Academy, Incredible Crisis, Action Man: Destruction X, Sno Cross Championship, In Cold Blood, Dino Crisis 2 video, Alien Resurrection video, This is Soccer 2 video, Prince Naseem Boxing video, The Legend of Dragoon.



JAN/FEB '01 - #41

Disc contents - Spyro 3: Year of the Dragon, Crash Bash, This is Soccer 2, Prince Naseem Boxing, Jungle Book Groove Party, TOCA World Touring Cars, Muppet Monster Adventure video, Monster Rancher video, Koudelka video, The World Is Not Enough video.



MARCH - #42

Disc contents - Chicken Run, Time Crisis: Project Titan, Bugs and Taz: Time Busters, Asterix, Cricket 2000, Frogger 2, Ms Pac-Man, Re-Volt 2, Spyro: Year of the Dragon video, Tomb Raider Chronicles video.



THE 2000 COLLECTION

Disc contents - Dino Crisis, Quake II, Legacy Of Kain: Soul Reaver, Silent Hill, Deathtrap Dungeon, Nightmare Creatures, Doom, Exhumed, Resident Evil video, Carnageddon video.



SPORTS SPECIAL

Disc contents - FIFA 2000, Actua Ice Hockey 2, Victory Boxing 2, Cool Boarders 3, This Is Soccer, ISS Pro '98, Tony Hawk's Skateboarding, Anna Kournikova's Smash Court Tennis, Jonah Lomu Rugby.



KIDS SPECIAL

Disc contents - Spyro 2, Tarzan, Kingsley's Adventure, Barbie Race And Ride video, Buster And The Beanstalk video, Mulan video, A Bug's Life video, Muppet RaceMania video.



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POWERLINE tips

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The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We feature the latest additions to the Powerline each month.

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4. PlayStation game of the month.
5. This month's Top 10 titles.
6. Information on PlayStation peripherals.

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In Australia
call 1902 262 662

Press 0
for the main menu

Press 1
to speak to a live member of
Team PlayStation

Press 2
for cheats heaven and have
your game code handy

Press 3
for new and upcoming
games information

Press 4
for PlayStation game
of the month

Press 5
for this month's top 10

Press 6
for information on
PlayStation peripherals

POWERLINE

New Zealand

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call 0900 97 669

follow the instructions
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if you are a Power User

Press 2
for instructions on operating
the Powerline system

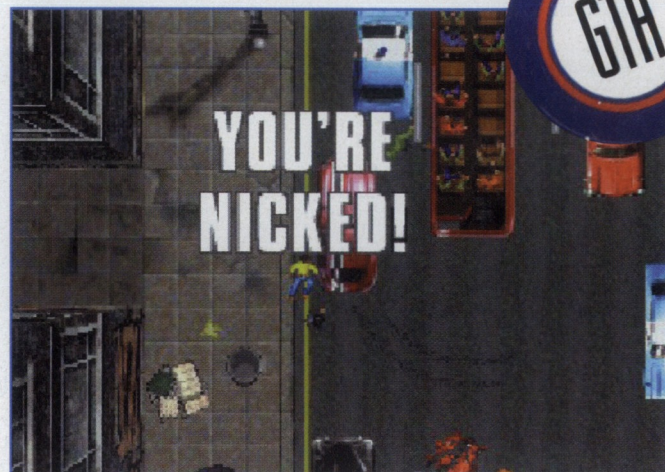
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to select a game by
product code

Press 4
to select a game by name

Press 5
for instructions on how to
connect your PlayStation

Press 6
to leave a message

happy gaming...



Grand Theft Auto: London 1969

01714

Change character's name to get the following:

Unlimited lives:

M, C, V, I, C, A, R.

All weapons and unlimited ammunition:

T, O, O, L, E, D, U, P.

Accumulate a score of nearly ten million:

B, I, G, B, E, N.

Access to see the map co-ordinates:

S, W, E, E, N, E, Y.

Increase your Wanted status to five:

O, L, D, B, I, L, L.

Access to level two, Mods And Sods:

M, A, Y, F, A, I, R.

Access to level three, Chelsea Smile:

P, E, N, T, H, O, U, S, E.

Access to level four, Dead Certainty:

R, A, Z, Z, L, E.

All levels, and all weapons and unlimited ammunition:

S, O, R, T, E, D.

All levels, weapons, unlimited ammo and lives, map co-ordinates

of your current position, a high score of nearly ten million, and a multiplier level increase to five:

H, A, R, O, L, D, H, A, N, D



ISS Pro Evolution 2

ISS Pro Evolution 2 enables you to pull off a host of advanced moves. But, as a great bard once said, "If you're gonna do it, do it right."

Many of the techniques are pretty obvious (such as the chipped shot - L1 and R1) but some are limited in their effectiveness.

Take the chipped through-ball (L1 and R1). It's vastly different to the Evolution 1 maneuver. You can't play it across the pitch without pathetically lobbing the ball up into the air. Nor should you use it to reach static strikers in or near

the box. It has two primary uses.

First, as a long diagonal or straight pass over the top of the defence to a nippy forward and, second, to spread the ball to your winger from your full-back when showboating.

The low one-twos (L1 and R1) are excellent when used in tight positions in the middle of the park, but can be extremely frustrating on the line as they often run agonisingly away from your wide man - use a chipped return to avoid this problem (L1 and R1).



Brian Lara Cricket

00759

Cheat your way into some classic matches with these codes for the PSOne's best cricket game.

To access Match 2, Zimbabwe Vs England 1996, enter:
O, V, E, R, T, I, M, E
To play Match 3, West Indies Vs India 1983, enter:
S, A, U, S, A, G, E, S
To have a go at Match 4, Australia Vs West Indies 1960, enter:
D, I, L, L, B, E, R, T
To get into Match 5, Australia Vs England 1987, enter:
B, A, T, K, I, N, G, S

To strike out at Match 6, England Vs Australia 1997, enter:
P, A, N, C, A, K, E, S
To battle Match 7, England Vs Australia 1948, enter:
F, R, I, E, D, E, G, G
To bowl into Match 8, West Indies Vs Pakistan, enter:
P, L, A, C, E, B, O, 1
To get stumped on Match 9, England Vs Australia 1981, enter:
C, L, U, E, L, E, S, S
To field a team in Match 10, Pakistan Vs Sri Lanka 1996, enter:
N, O, W, A, Y, E, A, S



00016

Through-balls (▲) are still the best way to spread the ball for runners, but are now actually effective through the middle. You can anticipate the run of a central striker and play him in on goal. Try it.



Q&A

Having trouble? Write to **PSM**

MOTO GP

I'm having trouble with Moto GP. Help me!

Alex Burton, WA

It's one of the hardest racers out, but with the application of a few simple rules you should soon be wheeling your way to glory. Always try to brake in a straight line. If you brake while starting to turn, your back wheel will slide out. When it grips again, your bike will highside as it tries to straighten up. Always accelerate as soon as you pass the apex of the bend to gain good exit speed. Rear-wheel skids, when done right, will get you around the sharpest of bends in no time. Also, when facing jumps, don't hit them at full pelt or you'll waste time floating through the air. Lay off the gas, or even brake slightly just before you hit the bump, and as soon as you land - on both wheels, of course - hit the gas again to gain immediate grip.

DRIVER 2

Could I have a little help, please, with the Las Vegas level in Driver 2?

Russ Spence, SA

If Alvaro Vasquez and Solomon Caine are still giving you trouble, you might want to find this secret area to unlock the invincibility cheat. First, choose Take A Ride in Las Vegas. Any car will do, but of course the Limo is the classiest. When you start, take the first right-hand turn

and head toward Flamingo Road (check the map if you're unsure where this is). Just past Flamingo Road, if you're heading south, keep looking left until you see a white building with red lining and a sign saying, "Dollar Slots." To the left of the sign is a shop called Wiley's Pharmaceuticals and you will find a switch in front of the 99 cents sign. Press ▲ to activate. Now just return to the main menu, where you can access the invincibility cheat through the Options Menu, under Cheats.

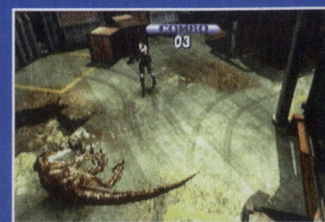
DINO CRISIS 2

My friend said that there is a mini dinosaur-hunting game in DC2. Is there and how can I find it?

Steven Hunt, NT

Complete this Jurassic-flavoured gore-athon and you get access to an extra mini-game, fighting some of the giant lizards encountered in the Dino Coliseum. Here, the points you amassed during the main game

can be used to buy extra characters for the dino duels. Purchase Rick, Gail and the tank for the extra *Crisis* games and an additional set of dinosaurs appear at the Character Selection screen. Finish the game in Hard setting and the Triceratops and the Compsagnathus also become available for bouts. And if you collect all eleven of the Dino Files during the game, the EPS Platinum Card appears at the Save Game screen. Purchase this and you can re-enter the fray, tooled up with unlimited ammo.





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SOLUTION!

Part 2 Tomb Raider Chronicles

From a soul-saving quest to the ultimate test in hi-tech espionage, we conclude our guide to Lara's adventures with walkthroughs to levels three and four. Are you man (or in this case, woman) enough for the job?



Level 3: The Black Isle

Gallows Tree

● Run and jump to the light-coloured walkway on the other side of the valley floor. Grab and shimmy left to the next ledge. Jump into the cave on the right to collect a secret and medi-kit. Drop down and return to the start along the valley floor.

● Go back to the outcrop outside the cave. Then, instead of dropping, shimmy right and drop-grab the ledge below to crawl through the pillar. Go right and use the monkey bars to reach the cave. Slide down the ramp in the cave and land at the entrance to the Gallows Tree. You'll meet the corpse whose heart you must rescue from the roots of the tree.

● Avoiding the Elemental, go right and monkey-swing to reach the vantage point over the well. Jump into the water and swim to the house. Head along the walkway and run-jump onto the ledge on the left. Crawl through the gap and pick up the medi-pack and Rubber Tube [1]. To exit, drop into the water and head back to the walkway. Run-jump over the barrier into the other side of the lake. Climb out and follow the route back to the Gallows Tree area.

● Find the cave with the ramp where you first entered the area. Jump and grab the sloped ledge above the entrance, shimmy left as far as you can go, then climb up to

the ledge and immediately backflip onto the square pillar behind for a secret. Crawl under the tower and follow the path to get a Pitchfork.

[2]. Combine it with the Rubber Tube to create a Catapult and fire it through the barrier to release the bells.

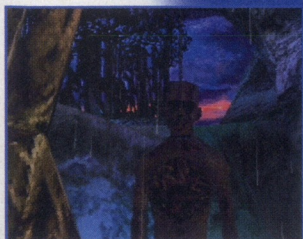
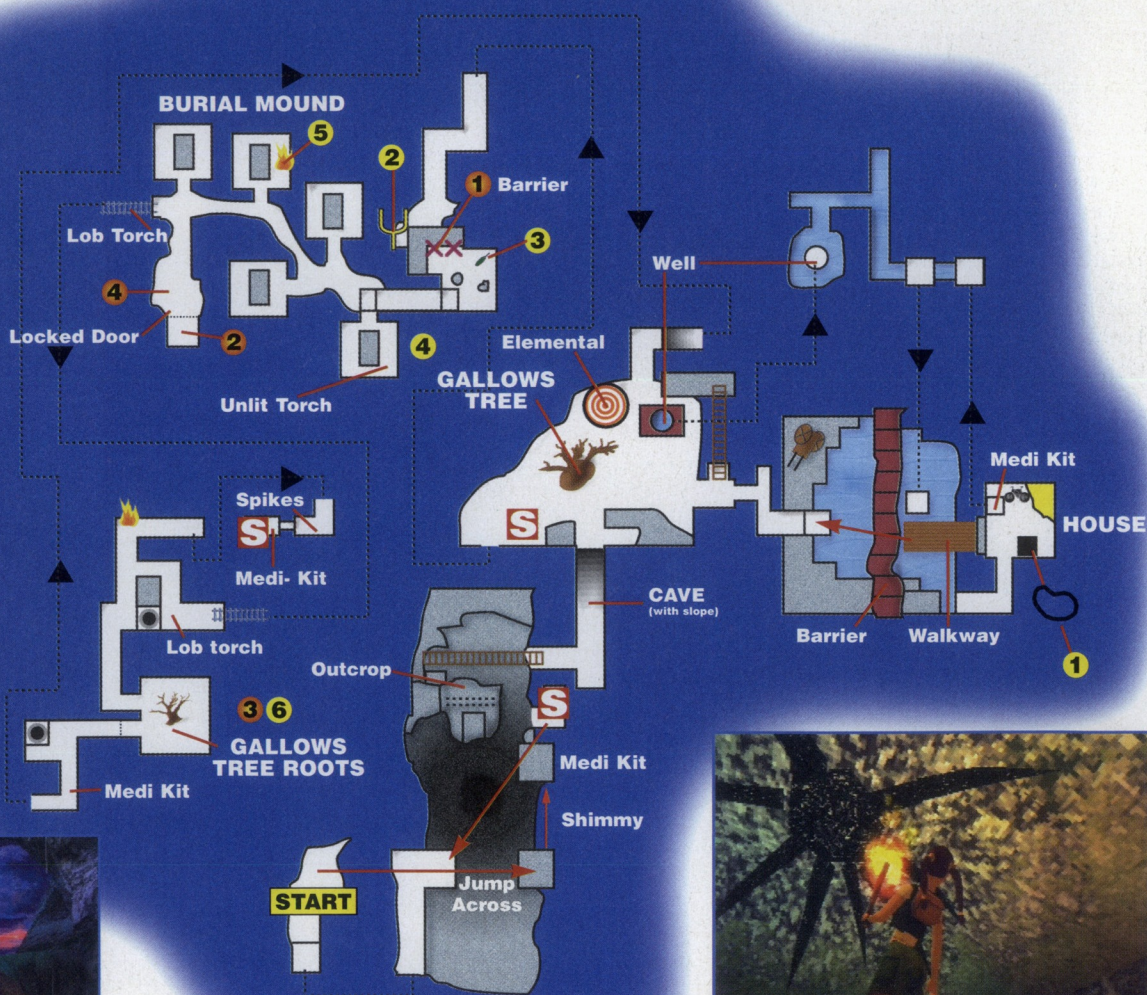
● Grab the Iron Clapper [3] and proceed to the Burial Mound area. Find a Torch in the first tomb on the left [4] and light it in the second tomb on the right [5]. To your left, notice a slope leading to two doors then find the nearby hole in the ground with the ladder. Lob the torch down into the shaft and climb down. Sprint across the unstable floor ahead and go right, then right

again down the slope. **R1** walk through the spikes before crawling to pick up a medi-kit and secret. Head back up the slope to above the pit, then go to the room with the Gallows Tree roots. Burn them with the Torch to retrieve the heart [6].

● Retrace your steps back to the Burial Mound area. Head up the slope to the two doors and insert the heart into the cavity between them. One of the doors will open. Use the Clapper to ward off the spirits and quickly enter the opened door. Drop down, crawl, then climb. Continue over the bridge, picking up the medi-kit, then climb up through the cave until you reach the Chapel and the end of the level.

Keys:

- Trigger
- Effects
- Monkey Bars
- Pitchfork
- Chest
- Rubber Tube
- Iron Clapper
- S Secret



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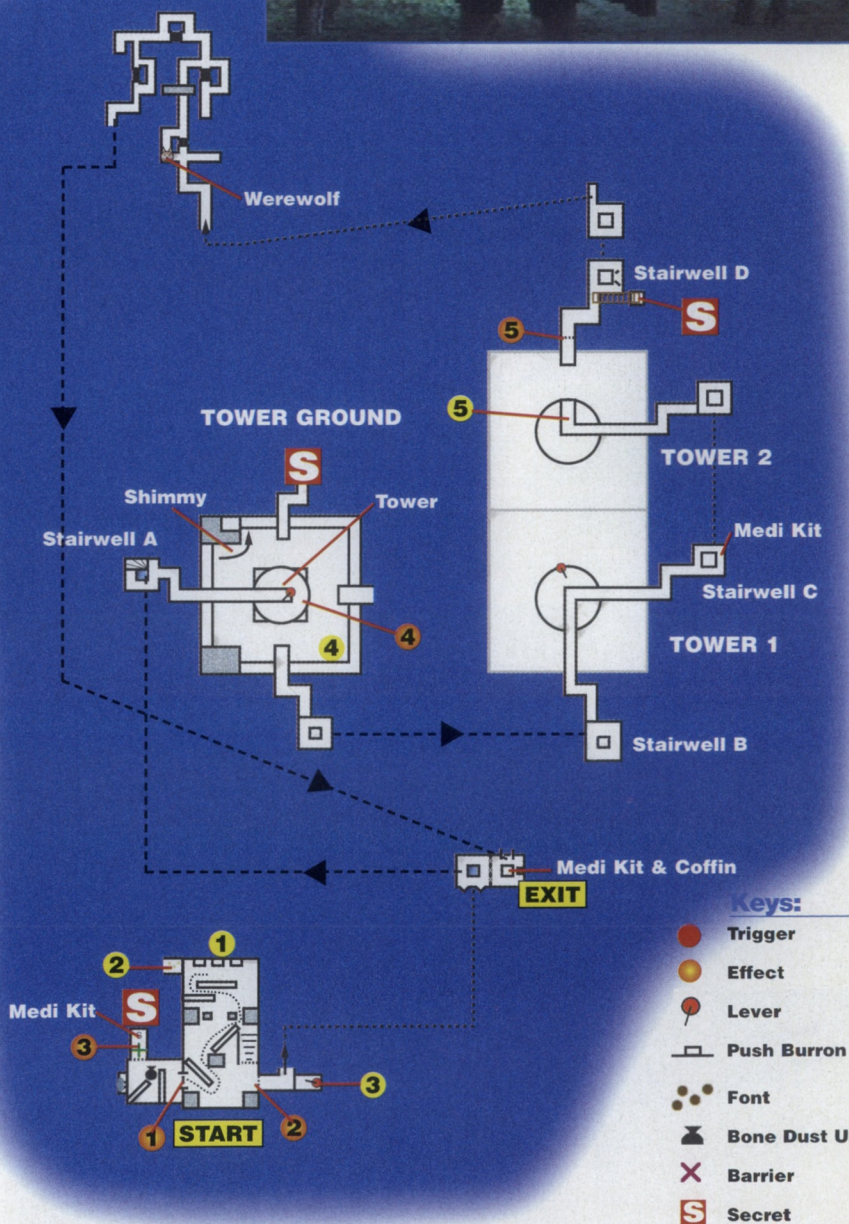
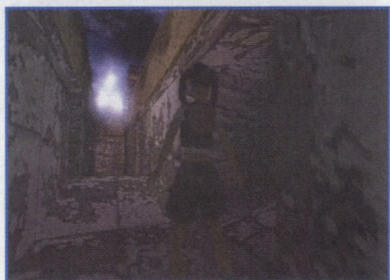
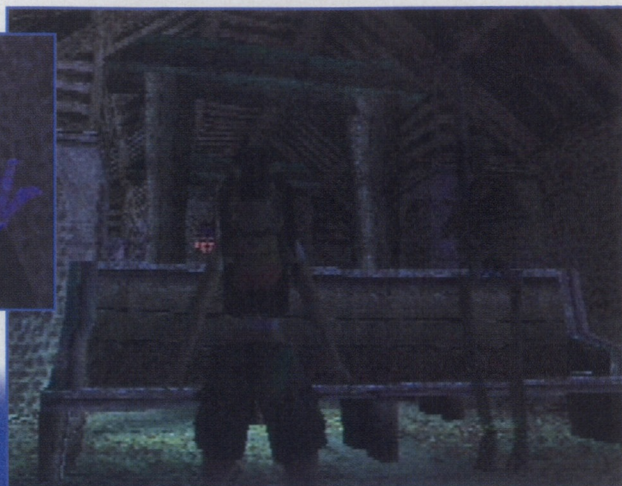
The Labyrinth

● Discover the monk-ghost near the Portcullis, and push the stone blocks [1] at the far end of the Chapel in this order: middle, left, right. Avoiding the skeletons, meander to the new opening, collect the Bone Dust Urn and medi-kit, then return through the Chapel to pour the dust into the font [2]. A new door will open - go through it. Before sliding down the slope to the left, trigger the lever above [3] for a secret and medi-kit in the Dust Room.

● Now slide down the slope and hang-drop down the hole to land in the water (Stairwell A). Get out, watch the monk, then take the first shaft exit to reach the ground floor of the tower chamber. To collect a secret, run-jump-grab the ledge to the left, shimmy round to climb up, then jump to the walkway leading to the secret.

● Return to the Chamber entrance, enter the Tower and pull the lever [4]. This rotates the Tower anti-clockwise to link the walkway to Stairwell B. Go up one level to the first floor of the Tower Chamber. Ignore the lever and head to Stairwell C where you can crawl to a medi-kit. Now climb the stairs to the second level of the tower and collect the Bestiary [5] before jumping to the Chamber exit.

● Collect a medi-kit at the bottom of Stairwell D, then make your way up the damaged stairwell using the fairy lights, stopping halfway for a secret. Next, slide down the slope, avoiding the werewolf at the bottom. Continue to follow the fairy lights, avoiding the pitfalls, until you reach the slope to a room containing a medi-kit and Coffin. Exit to meet Father Dunstan.





The Old Mill

● Check out the horseman FMV straight ahead before heading left through the caves. Cross the pit and go right at the T-junction to the Swing Rope area. Ignoring the stone-throwers, grab the rope and swing to the ledge to collect an unlit Torch [1]. Drop down to exit this area.

● Retrace your steps past the T-junction and continue to the end to find a medi-kit before lighting your Torch [2]. Return to the Rope area and sling the Torch onto the stone-throwers' ledge to stop them

attacking. Leap to the rope again, swing-jump to the Portcullis and break off a makeshift Crowbar [3]. Return to the rope and jump to the area opposite the entrance. Jump up the ascending slopes to reach an opening in the cliff face.

● Crawl through, then shimmy left above the stone-throwers, pull up and crawl. Follow this path to a Chalk Block and use the Crowbar to remove a piece [4]. Return to the Swing Rope area then retrace your steps to the Horseman's area. Use the Chalk here to continue.

Make your way down the slope

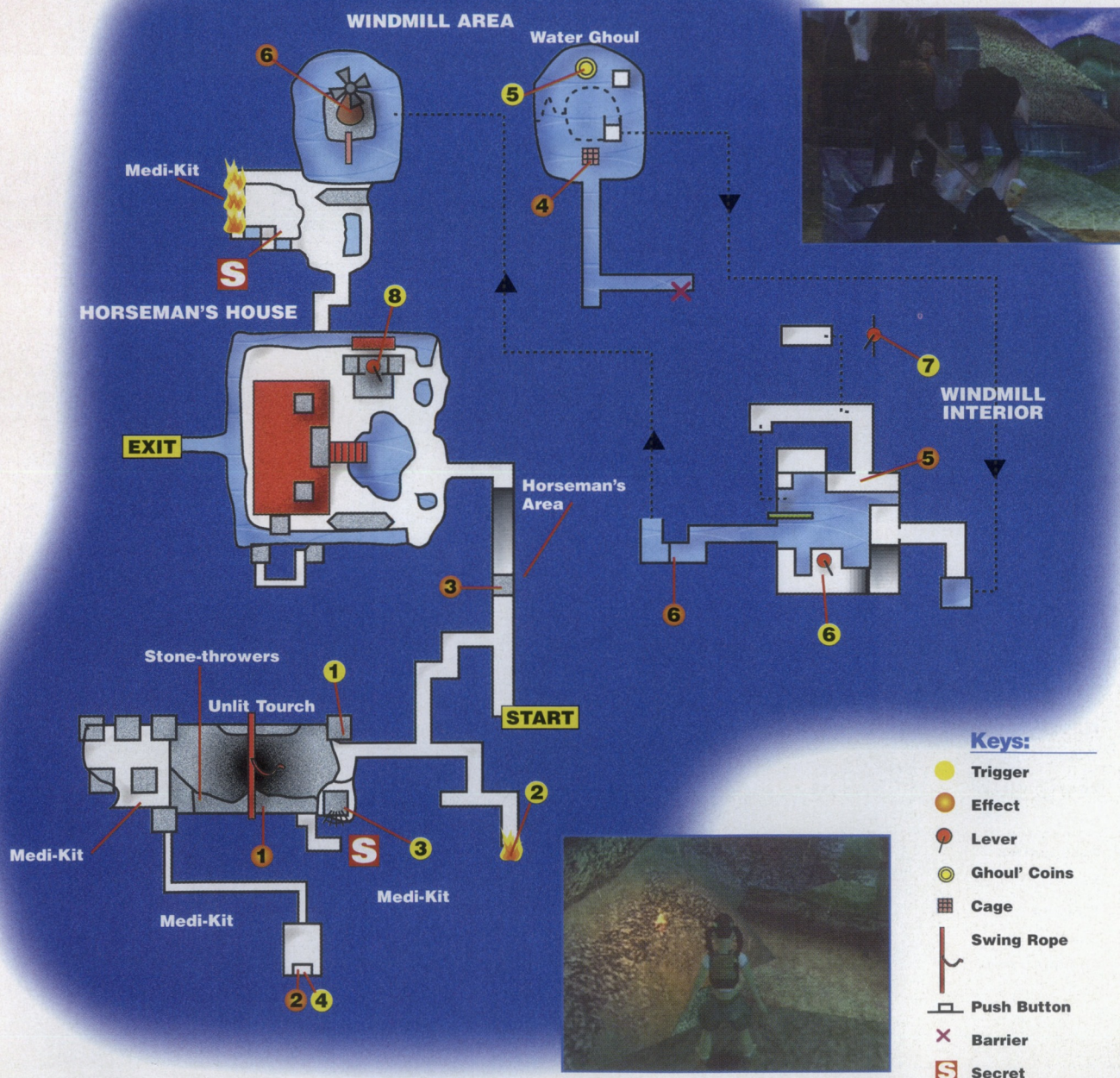
to the Horseman's House. Go past this, and head between the two buildings. Jump over the stream to arrive at the Windmill area. Enter the first cave on the left for a secret and a medi-kit. Then dive into the water surrounding the Windmill and swim down to the lowest cavern to steal the water ghouls' Coin [5]. Use the Coin to lure him into the cage.

● Head back to the area previously guarded by the ghoul and swim up into the mill interior. Ascend the stairs, and pull the Wheel Lever [6] three times to open the door.

Quickly jump to the spin-pole and

jump over to the platform near the closing door, then side-jump to the front of it. Crawl through, climb up above the slope and jump-grab the switch [7] to shut down the Windmill. Slide down the slope and return to the Horseman's House.

● Go to the far side, wade through the stream and climb out via the platform on the left. Climb and crawl until you reach the vantage point over the house. Use the flat sections to reach the Watermill [8] and crawl-roll to turn the lever.



Keys:

- Trigger
- Effect
- Lever
- Ghoul's Coins
- Cage
- Swing Rope
- Push Button
- × Barrier
- S Secret

Level 4: Tower block

The 13th floor

● Go left, blast the vent for a medi-kit and crawl along the passage. Dodge the laser bot at the junction, turn right for another medi-kit, then jump the laser-trapped gap. Crawl right and jump into the left-hand room. Raid the shelves for ammo, a medi-kit and the Hammer [1] before reusing the vent to reach the earlier junction. Go right, shoot the grille and crawl to the next Laser-Trap section. Time the drop and duck immediately to avoid the laser. Crawl to the room at the end of the passage for a secret, then return to the start of

the level.

● From here go right to face two lasers. Leap the lower one as it approaches you, then duck immediately to crawl to safety. Stand up by the ladder when the laser has retreated, then climb - you'll see the Isis stone through the window to your right. Pick up some ammo and use the Hammer on the lock.

● Drop through a broken grille and sprint through the next exploding corridor. Grab a medi-kit, climb the ladder and grab some ammo from the alcove in the next room. Climb the middle ladder while avoiding

the laser and shoot the slightly damaged panel above you to the left. Climb in, crawl for some ammo on the left, turn and select Rapid Fire on the HK Rifle. Bound out to nail the guard with the auto-blaster gun. Blast the vent near the drinks machine and crawl through a small vent on the right to sneak up on the guard (R1) and steal his High Security Access Card [2]. Use this on the door nearby and raid all the shelves for ammunition, then use the elevator.

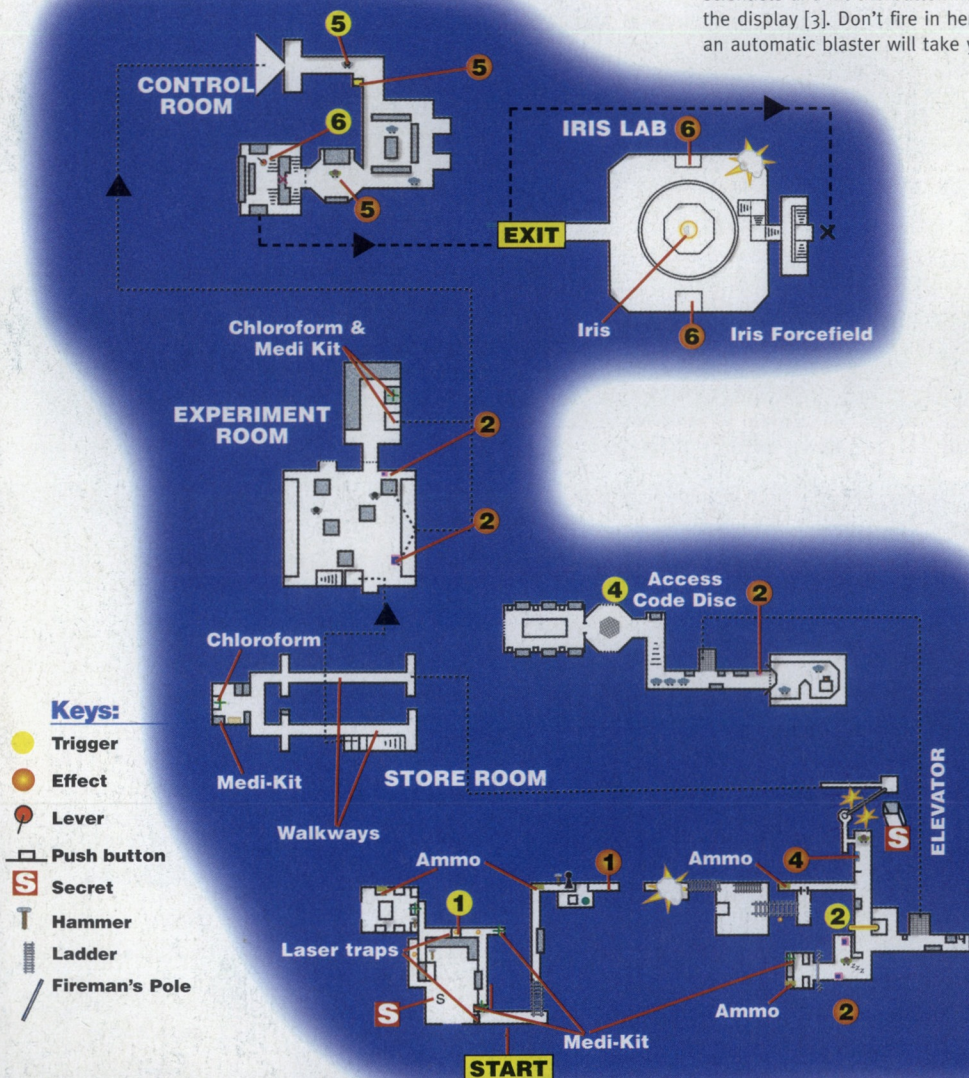
● Despatch the guards, then wait for a third to come round the corner. Swipe the HSA Card to open the triangular door. Ignore the scientists and hit the button near the display [3]. Don't fire in here as an automatic blaster will take you

down. Head in the opposite direction and enter the room above the Iris, which is around the corner. Enter the next room, open the suit-holding cell to the left and grab the Access Code Disk [4] before returning to the elevator and heading past the sleeping guard.

● Use the Disk on the console to open the vent. Enter the explosive shaft, avoiding the blasts, and run-jump to the pole. Slide down, crawl, then use the walkway to reach the storage alcove on the far side of the room. Collect a Cloth and a medi-kit. Cross the second walkway and sprint down the slope to floor level, where you must confront two metal-clad geezers.

● Enter the experiment room using the HSA Card and collect Chloroform and medi-kits (x2), while bugs bite at your feet. Exit the room, and open the glass door on your left using the HSA Card. Headshot an armour dude then grab the ammo and the Iris Lab Disk [5] that he drops. Use the ladder to access the Iris Lab antechamber, quickly shoot the guard in the corridor and sprint around the windowed section. Pick up the secret in the second alcove on the left.

● Next, force the scientist to help Lara access the Iris Lab. Go up the stairs, enter the Control Room and flick the switch to temporarily shut down the Iris defence [6]. Run and grab the Iris, then exit the Lab via the door opposite.





Escape with the Iris

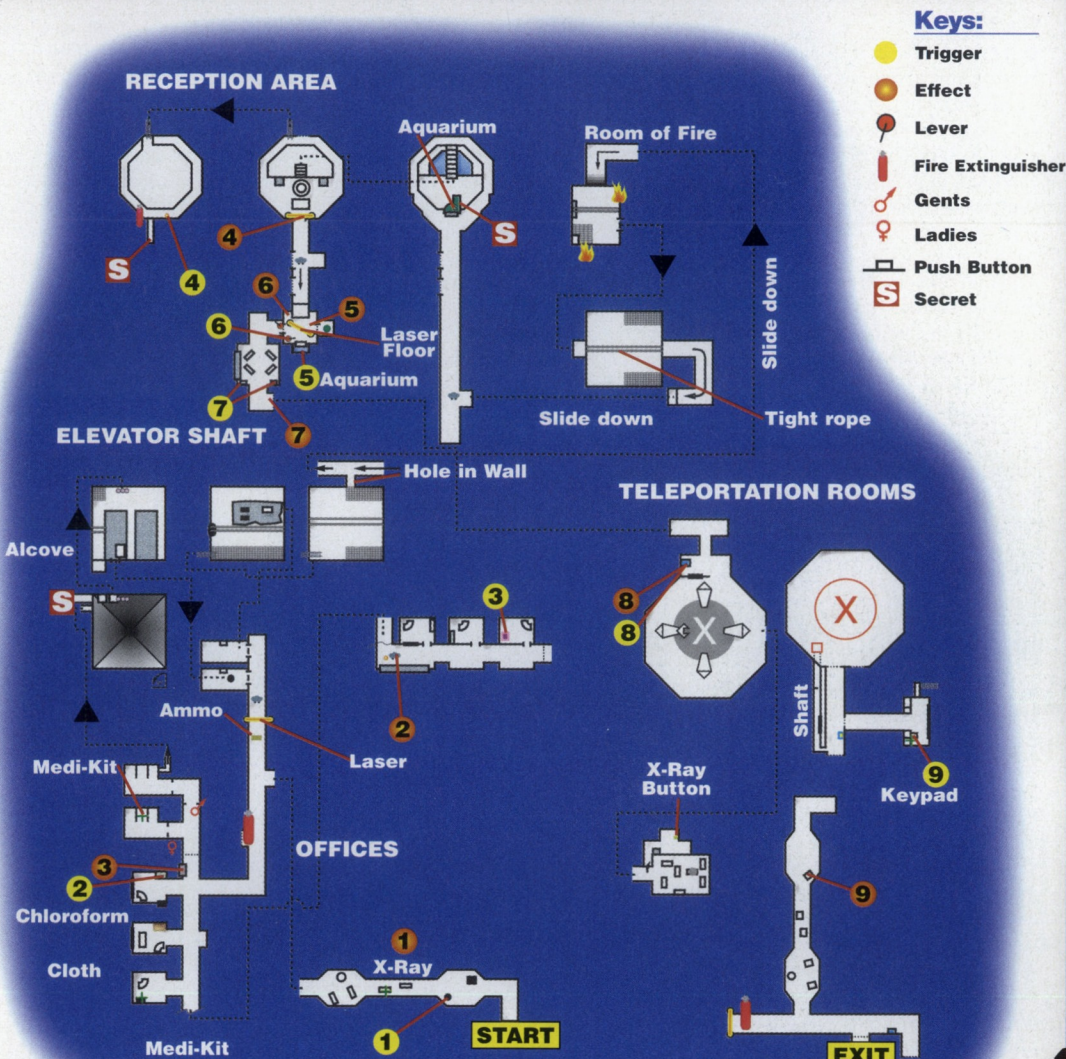
● Put the HK Rifle in the Tray [1], open the second box for a medi-kit, then pass through the waiting area and use the IR Headset to spot the laser barrier. Grab the ammo, head back, then take a right after the computer console. Go past the Restroom keypad and enter the offices ahead. Search for a medi-kit, Cloth and Chloroform.

● Explore the remaining offices as far as the guard on the corner. Combine the Cloth and Chloroform [2] to take out the guard. Trash the other offices for more Chloroform and the Restroom Card [3]. Retrace steps to the Restroom keypad, then enter the card number 8526. Get the medi-kit from the middle cubicle in the Ladies and enter the vent system via the ceiling crack above the first cubicle in the Gents. Drop-grab twice to get to the red-flash shaft and then the elevator shaft.

● Turn and climb down to the extreme bottom-left alcove for a secret. Jump to the platform ahead, climb the chain and backflip to the metal grill platform. Run-jump-grab the horizontal pole and spin-flip to the alcove. Jump onto the first elevator and open the panel to drop inside. Hit the button and open the doors, then sneak to the left avoiding the guard. Access the second elevator, start it moving, then hit the switch to close the door after the FMV sequence. Hit the switch again to activate the brakes.

● Exit via the elevator roof and ascend the elevator shaft. First, jump and grab the pole, flip over to grab the metal platform, then climb up. Backflip off the ladder to a platform behind when you reach the vent. Run-jump-grab the pole and flip over to the far side of the shaft.

● Climb into the hole in the wall and slide down the slope into a room of fire. As you reach the vent cover, jump to grab the pole above. Start spinning on the pole until the fire recedes, then somersault onto the second pole. Once the fire has receded, you need to flip over to the metal platform ahead, and immediately hop back to grab the platform and hang safely. Then shimmy right and climb up. Run-jump-grab the left-hand opening



and take the Tightrope to the corridor that leads to the reception area - a sniper lurks above here.

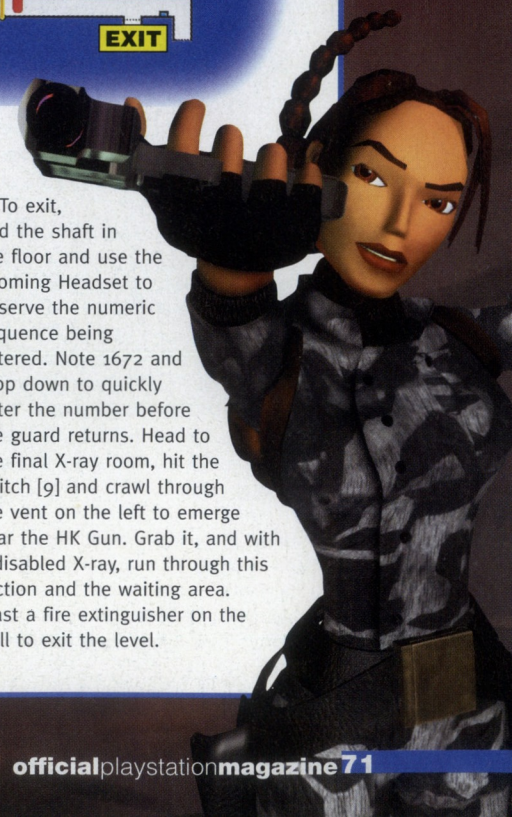
● Slide down, crawl, then sprint past the guard and go right to the Aquarium. Draw the guard's fire so he shoots the Aquarium and enter for a secret. Continue in either direction to reach the ramp over the water. Run up the ramp to the next level, then circle back to the opposite door. Use the bars to reach a platform above, then flick the switch to kill the lasers [4].

● Stand in front of the fire extinguisher and move as the sniper shoots - the explosion will reveal a secret. Drop down again and head down the newly opened corridor. Stop before stepping down onto the laser floor and jump

on the spot as a guard starts shooting from behind. This smashes the second Aquarium [5]. The ensuing short-out will enable you to step onto the floor and hit the switch [6]. Use the newly opened door to sprint off to the left and enter a new room as the door closes behind you.

● Walk (RI) to hit the switches [7]. Exit to the corridor and take the doorway on your right to the first Teleportation room. Exit left to a room of boxes. Climb through the cracked ceiling tile to discover an X-ray of the box room. Open the Safe Box for the Teleporter Disk, and hit the start-up console [8]. Then use the Iris on the Teleporter to transfer to the second teleportation room.

● To exit, find the shaft in the floor and use the Zooming Headset to observe the numeric sequence being entered. Note 1672 and drop down to quickly enter the number before the guard returns. Head to the final X-ray room, hit the switch [9] and crawl through the vent on the left to emerge near the HK Gun. Grab it, and with a disabled X-ray, run through this section and the waiting area. Blast a fire extinguisher on the wall to exit the level.



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Red Alert

- On the Stairwell, take out the guard above you to the right. From where he stood, run-jump-grab the next platform. Head up the next flight of stairs, carefully following it as it collapses. Leap forward when this happens and climb down the fallen stairs for a secret. Continue as before. Jump the next gap, run-jump-grab over the following space and ascend the final flight of stairs to the midway point. Jump for the next platform near the door and when you land, kick the crack in the wall.



- Crawl through the gap to reach a small room below the guarded corridor. Climb through the open grille and shoot the guard. Climb the boxes in the corner to reach a Grappling Hook and ammo. Use the IR Headset to detect the lasers to the right - shooting the valve handle will reveal them. Time your move past the lasers and get the medi-kit in the small room beyond. Enter the elevator.

● In the training area, go through the second door, take the ammo and press the switch [1] for some target practice. Do this quickly enough and you'll access more areas. Go to the far end of the training area corridor and use the open door to the supply room. Take the Grappling Gun [2] from behind the green laser and the ammo from the control panel on your right as you exit.

- Enter the Green Room, shoot the guard and climb high on the boxes. Fire the Grappling Hook at the ceiling's centre and swing to the marks on the opposite wall. Shimmy right and climb out, slide down the shaft and take out the two guards. Return to the elevator, and kill another guard before retracing your steps through the lasers. Go through the open grille.

- Crawl back outside to the Stairwell, fire the grappling hook at the underside of the walkway in the Stairwell's centre, swing to the other side and slide down the slope upon landing. Time a jump over the fire and

grab the ledge. Pull up and crawl in. On exiting the vent, kill the guard, grab the medi-kit nearby, flick the door switch and use the elevator.

- In the foyer, blast two abseiling assailants and use the rope to swing onto the boxes opposite the Helpad door. A new ambush appears, so blast a guard in the room behind, then another in the passage ahead. Climb to this passage and fall near the switch to find a non-laser path to the right under the 'H Stairs' sign. Go right, crawl and climb to open a grate.

- Go through the grate and you'll appear in the room with a bionic baldie. Drop down onto the box with ammunition ahead. Turn left to blast a red valve handle and execute the bionic baldie. Run-jump to the slope in the far-left corner, hold down **■** to jump-jump-jump up the slopes to the top, and turn to grab a Grappling Hook on the metal grate. Blast the Hook at the centre of the ceiling, then swing over the electrified water to the door. Hit the Water-Off switch [3], use the rope to get back to the original vent and climb down. Pick up the twitching bionic dude's Key Bit and return above to turn on the water once again - this also opens the exit.

- Leave the room as you entered, then descend and crawl to discover the laser barrier has gone. Sprint ahead and prepare to jump as a helicopter's rocket destroys the floor below. Keep going and take cover in the waiting area, avoiding the hail of bullets from the chopper. Sprint behind the bar to duck and crawl. Hit the switch [4] and return to the corner room, which now contains a second bionic baldie.

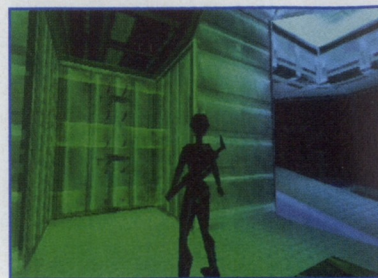
- Run back along the damaged



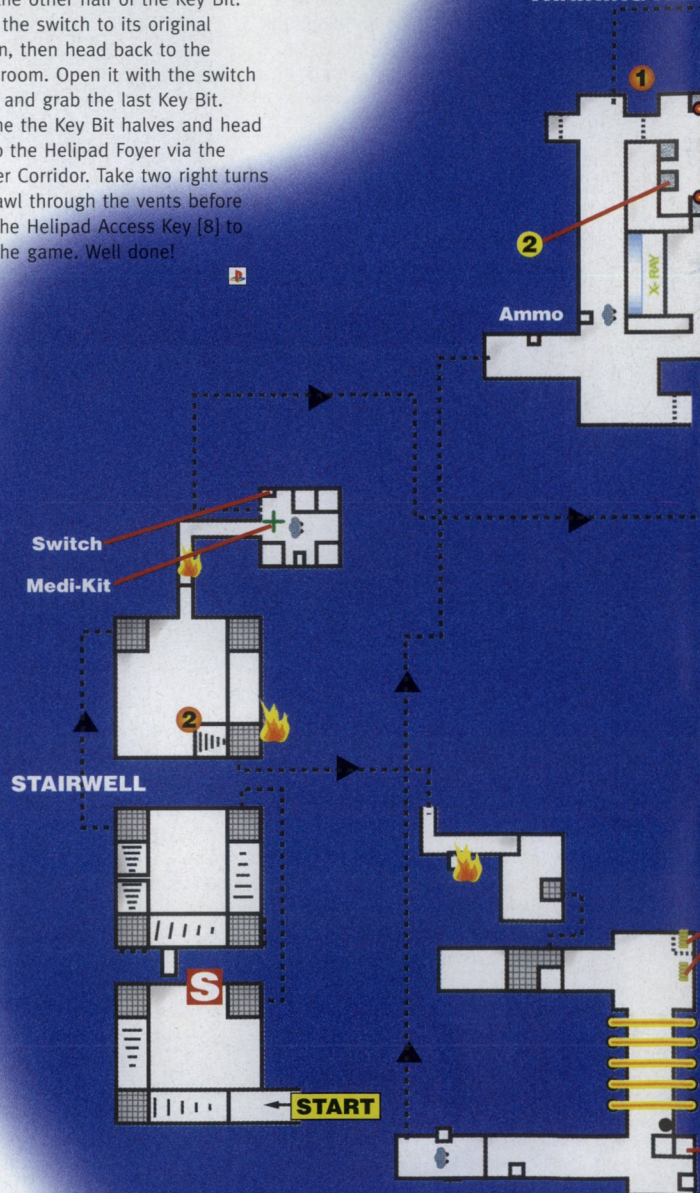
corridor, jumping the gaps (there's a secret and medikit down there if you're feeling brave) and get to the first right turn. Pursued by the bionic dude, sprint down the passage, through the corner room, then left again to stop at a switch [5]. Above is a grille that shows the bionic bud entering the corner section - hit the

switch to trap him. If you miss, reload and repeat. Head through the gas-filled 'Danger' area. When Lara starts to choke, hit the floor for oxygen and continue. Go straight ahead, hit the switch [6], then grab the secret in the alcove to the right.

- Return to previous room to kill two soldiers who wait. Go right, then right again into the next room from where you can see the trapped baldie. Turn on the switch [7] to gas him. He drops the other half of the Key Bit. Return the switch to its original position, then head back to the corner room. Open it with the switch nearby and grab the last Key Bit. Combine the Key Bit halves and head back to the Helipad Foyer via the Chopper Corridor. Take two right turns and crawl through the vents before using the Helipad Access Key [8] to finish the game. Well done!



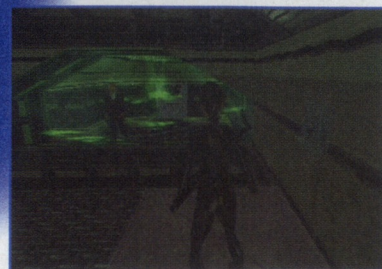
TRAINING ARE





Keys:

- Trigger
- Effect
- Lever
- K Key Bit
- P Push Button
- S Secret





OFFICIAL SOLUTION!

Part 3

Medal of Honor: Underground

Previously *PSM* guided you deep into Nazi territory. Now it's time to deal their evil war machine a savage blow to its war-nuts with the final part to our huge guide.

Level 8: Ally In The Desert

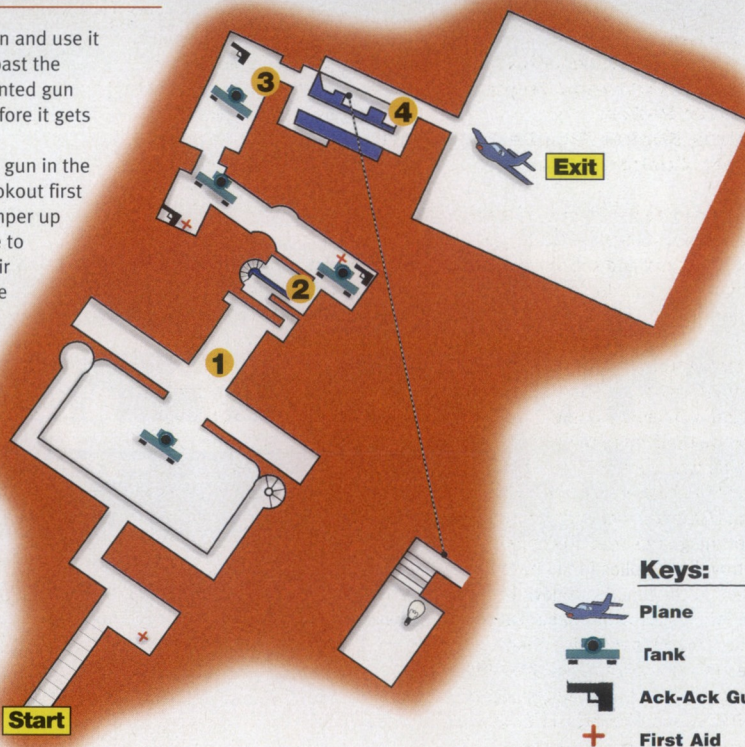
Objectives:

Disable Anti-aircraft Guns
Turn On Landing Lights
Escape Morocco By Plane

- Grab everything you can carry from the shelf at the top of the stairs, then leg it to the battlements. A tank and soldiers are below, but you're in cover here. Alternatively, take the fight to them.
- The bridge (1) is swarming with Nazis. Retreat to where the tank is and use the cover of the walls. Once everything's clear, get across the bridge.
- Look for a staircase (2) winding up to a guard and ammo. As for the big gun, kill the bloke with the binoculars and if you're lucky the plane flying overhead may do your job for you. If not, throw a grenade inside to destroy it. The tank is a little tougher, so dash to the gun bay and blast away as the tank passes. Pick up the medikits.
- As you cross the bridge, shoot the guy by the anti-aircraft gun, run up and lob a grenade inside to disable it. To your right is an armoured tank so

nip over to the machine-gun and use it to destroy the turret. Run past the next tank and use the mounted gun (3) on the right to zap it before it gets out of range.

- There's another ack-ack gun in the corner. Again, shoot the lookout first with a headshot, then scamper up and hoy in a high explosive to reduce the gun crew to their component atoms. Grab the medikit and enter the building.
- Time to get out of Morocco, so run through to the room upstairs (4) and turn on the landing lights. Back downstairs one of the doors has been flung open by one of the few remaining Nazis, providing a handy escape route. Fight your way outside, pick off the stragglers, and jump aboard the plane. Another mission completed.





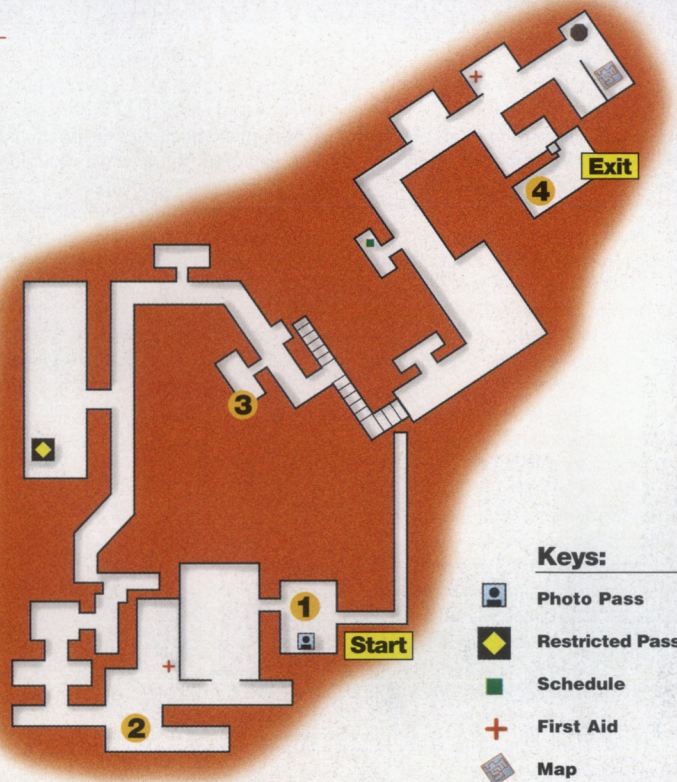
Level 9: Getting The Story

Objectives:

Get Photo Pass
Get Restricted Pass
Get Archaeology Pass
Photograph Map
Find Supply Schedule
Board Knossos Truck

- Present the guard (1) with your papers, then shoot him. Ditch the disguise as this is a fighting mission. Pick up the Photo Pass and get ammo from the boxes.
- There's a medikit in the alley. Remember its position, and you can come back for it later. The survivors of a pirate-Nazi skirmish (2) always turn on you, so if possible kill the soldiers first, using their superior weaponry to finish off the wounded pirates.
- The Restricted Pass is inside the large building on the left-hand side. (You see some pirates planning a sneak attack on the Nazis inside.) Polish off the soldiers and pick up the pass from the table.

- Proceed slowly along the pathways (3) and kill off all the enemies you encounter as you go. The Supply Schedule is in the second small building after the steps. Once you've nabbed it, a new objective is added to your list: to hitch a ride aboard the truck leaving for the ruins at Knossos.
- Turn the corner. The Archaeology Pass and the Map are in the small building right at the end of this path. Don't rush in like a fool, but take it easy, methodically clearing a path to the hut. Dodge inside and pick up the Archaeology Pass, then photograph the Map. (It's somewhat imprudently Blu-Tacked prominently to the wall.) Now it's time to catch your ride (4), so backtrack to the truck. There's a lone soldier guarding the small gate, so take him out, then open the gate and drive out.



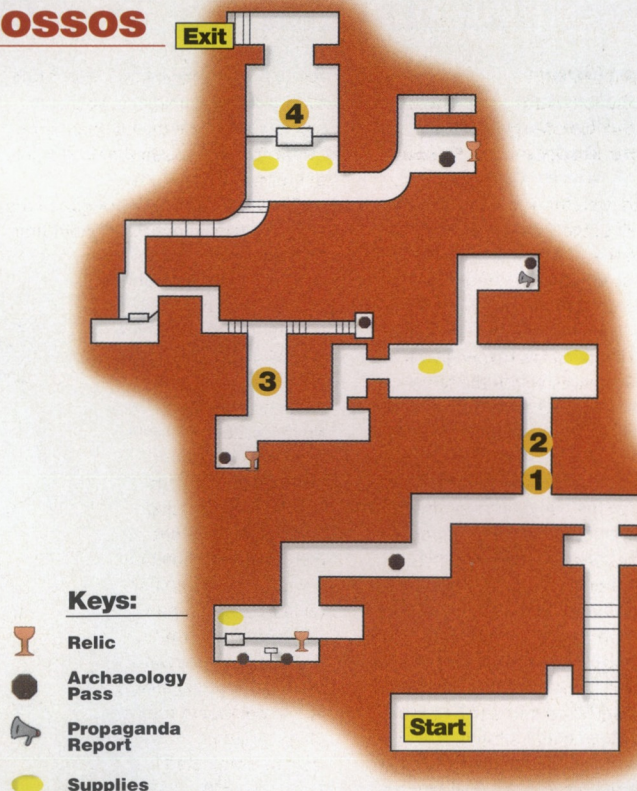
Level 10: What Lies At Knossos

Objectives:

Eliminate Archaeologists
Locate Propaganda Report
Recover Relics
Destroy Bunker Supplies
Locate Bunker Entrance

- It's back into the reporter role for this mission. Remember to stop in front of a guard and show them your ID, then take a photo. If they pose, your disguise has worked. If not, try again, or shoot them with the silenced pistol.
- Go left at the junction (1) and kill the first archaeologist. Press on and show your papers to the guards, then kill two more archaeologists behind the hidden wall panels in the corner. Grab the first Relic, then shoot the guards from the doorway. Destroy the supplies in the room.
- Back at the junction follow the corridor (2), flash your papers at the guards and open the false panel. Hide behind a column and shoot the officer, then the archaeologist. Grab the Propaganda Report and pistol the soldiers you passed earlier.

- Blow up the supplies in the room to reveal a medikit and a box of rockets. If guards come in, retreat to the Propaganda Report room and fight from there.
- Behind the next panel on the left are another archaeologist and Relic. Dodge past the officers in the corridor with the pots (3) and go right, down the stairs, to find another guy defacing the ruins.
- In the lower level of the site are a lot more crates of ammunition, but don't destroy them yet as it attracts attention. Instead go right and kill the guard in the open room, then the archaeologist behind the hidden door. Take the third and final Relic then blow up the crates you'd been saving. Open the door (4) and instantly run back, as three guards await you on the other side. Rattle a few rounds through them, then skip across to the exit.





downloading MEDAL OF HONOR

Level 11: Labyrinth

Objectives:

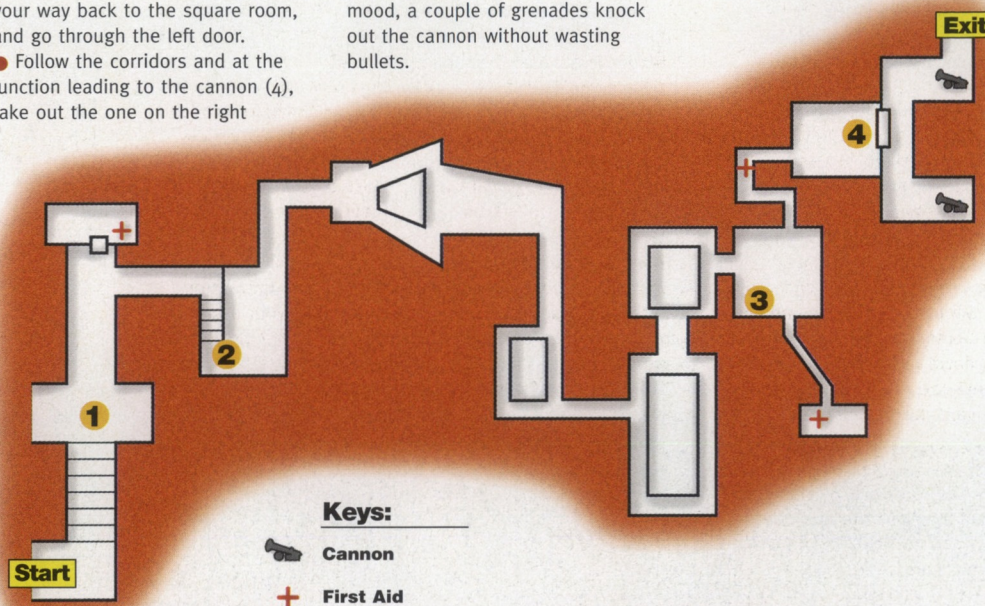
Locate Artillery Bunker
Destroy All Cannons
Locate Communications Room
Destroy Communication Devices

- Kill the three guards at the bottom of the steps (1) and destroy the hidden (officer-filled) Communications Room at the end of the corridor. Switch to the assault rifle for the rest of the level to make things easier.
- At the stairs nearby that go down, tip off the guards below and shoot as they round the corner (2). You save health this way. There's a small phial on the wall if you need it.
- Soldiers are everywhere around the sinister fountains and pools deep inside the labyrinth, so go carefully. Edge along the outer walls and have your sights set on the corner you're approaching to avoid the nasty surprise of an ambush.
- In the square room with two hidden doorways on either side, open the one on the right (3) to find

the hidden barracks. Blast the soldiers who are inside, then shoot the boxes at the foot of each bed to obtain ammunition and health. Make your way back to the square room, and go through the left door.

- Follow the corridors and at the junction leading to the cannon (4), take out the one on the right

first. The reason? The exit's just behind the left-hand cannon, so you save a bit of time and bother. In fact, while you're in an efficiency mood, a couple of grenades knock out the cannon without wasting bullets.



Level 12: Ascent To The Castle

Objectives:

Find A Crowbar
Find A Wire Cutter
Destroy Radio
Steal A Cable Car

- The 'big joe' is, admittedly, a bit rubbish. It's slow and cumbersome, but don't worry, as it's only a temporary measure. Scoot along the railway and shoot the Nazi in the back of the head (1), then pick off his two mates over the bridge, one of whom has an assault rifle.
- Shoot the suspended crate and run up inside the barn to get the Crowbar and medikit, before crawling through the gap in the hedge. Inside the building here (2) is an officer guarding some sniper rifle bullets.
- Shoot the sniper in the tower by the brick hut (3) then use it as cover to attack the guards ahead of you. Run right, all the way to the second brick hut with the radio inside, and destroy it. This peeves the Nazis no end, so stand ready for a rush of soldiers to avenge their plastic, buzzy comrade. Once you've killed

everyone, cross the bridge. Watch out for the patrolling soldiers, who have diligently kept to their posts.

- Once over the bridge and inside the building, completely clear it of troops before trying to break things. Force the Crowbar into the braking system and jiggle it violently to bring the railway grinding to a halt. Inside the building near the doorway is a passage leading to a small hole going underneath the floor. Grab the Wirecutters from here, and use them by the brake to commandeer a Cable Car. Now hop aboard at (4) and travel to the next stage in smooth luxury.





Level 13: Dark Valhalla

Objectives:

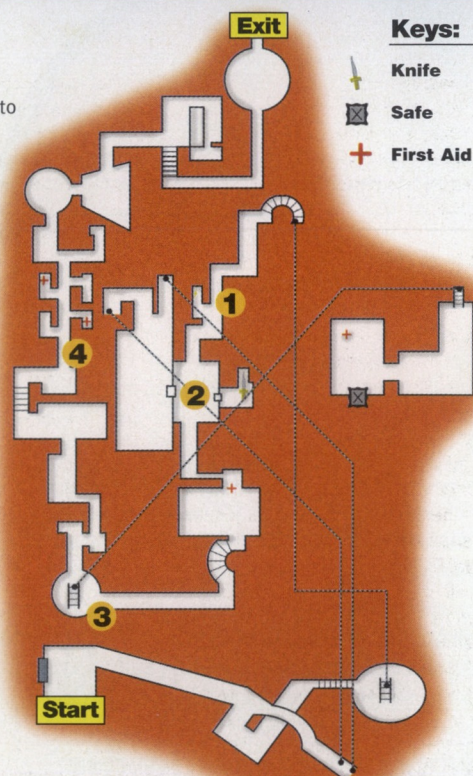
Enter The Castle
Get Knife Of Abraham
Find Demolition Charges
Get Contents Of Safe
Find Valhalla

- Kill the guards and knock out the guy high in the castle. Run down underneath the bridge and climb the vines against the side wall to reach the battlements.
- Follow the steps down into the castle. Look for a small alcove along the left-hand wall (1). Shoot the soldier guarding the Demolition Charges, then run down the corridor and unlock the right-hand door to the yard. Kill the guards.

- Open the door opposite (2) to the treasure room. Ignore it all but the Knife Of Abraham, in the back room on the pedestal. At the round table just ahead, step into the fireplace and climb the bricks to find a hidden field surgeon pack.
- There's a small hole in the circular chamber at the bottom of the steps (3), leading to the safe. Stay back and fire at the far SS Knight to make them rush you, and shoot at their helmets (the only weak spot). Avoid their terrible swords. Once they're dead, plant your bomb on the safe, back away to avoid the blast, then loot it.
- There are lots of items (and guards) in and around the

rooms leading off the long corridor (4). Your best bet is to nip into a chamber and wait for the Nazis to follow. There are more soldiers than you'd expect though so be careful.

- Before descending the long narrow staircase to Valhalla (the circular room), point your gun down a little so you're ready for the three SS Knights who charge up from the room below. As they do, run backwards while firing your assault rifle, so you (hopefully) take out at least one of them before your back hits the wall at the top.



Keys:

- ⚔ Knife
- 🔒 Safe
- ⛑ First Aid

Level 14: A Vicious Circle

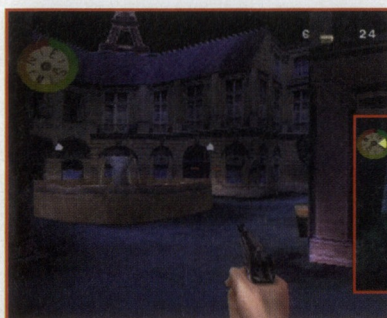
Objectives:

Destroy Bridge To Barracks
Destroy Siren Controls
Go To Safe House

- In the clearing, look right and up the hill to see an officer napping in the bushes (1). Kill him and make off with his grenades. There's a motorbike soldier in a clearing below, so shoot him with the assault rifle or lob a pineapple.
- When you reach the muddy road going off to the right, follow it towards more soldiers. As the fighting begins a motorbike drives at you, its sidecar soldier spraying slugs. Toss a grenade and watch the cycle blow up satisfyingly, flinging its occupants into the air.
- Where the path splits in two, shoot the bloke in the tower and make your way to the bridge (2). To knock it out, you need to set your four explosive charges exactly in the positions marked

on the screen. Mess it up, and troops can still get through. And remember to drop the bombs and run before they detonate.

- One of the hidden paths on the left (3) leads to the siren controls, but don't hang around as a sharp-eyed sniper in the nearby watchtower is firing down on you and calling for reinforcements. The town is just ahead, so fling a few rounds at him petulantly, then leg it as fast as possible for the safe house (4), which is the exit point.



Keys:

- 📢 Siren Controls
- 🏍 Bike
- ⛑ First Aid





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ON THE DISC downloading



The sales for the spiffy, new, miniature, all-white PSone console have gone through the roof. They are jumping off the shelves and running out the door so fast that **PSM** can't hope to tell you the sales figure because by the time it is typed out it would be out of date. To ease the new owners into the world of PlayStation we present a demo collection, including the best game ever - *Metal Gear Solid*.



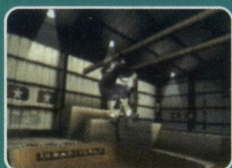
Step 1: Pop up the lid and place **PSM's** disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.



Step 3: Cue Sony, PlayStation and then **Powerline** logos. Finally the game name flashes on a funky background. Like this.



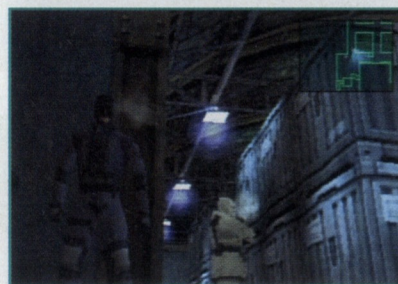
Step 4: Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



Any problems, just pop your disc in an envelope to this address (left) and we'll send you a replacement.

Metal Gear Solid

Publisher: OziSoft **Genre:** Action adventure
Program: Playable demo



Tactical Espionage Action. That's *Metal Gear Solid's* subtitle and it does exactly what it says on the box. You are top secret agent Solid Snake, sent to infiltrate an enemy base. Full frontal attack would be suicidal; instead, stealth is your watchword as you creep about throttling lone sentries, dodging security cameras and disarming all manner of traps. Hailed as the greatest PSone game ever created, the game blends action, exploration and puzzling with even more power and guile than *Tomb Raider*. This playable demo lets you explore the dock, the compound and even penetrate the base's defences. Run around the tank's hangar, dodging the many guards. Enter the first-floor basement. Avoid the Darpa chief in the cell block if you don't want the demo to end early. Oh, and be careful out there...

Controls

D-Pad	Move
▲	First-person view
×	Crouch/crawl
■	Throw
●	Attack
L2	Inventory
SELECT	Access Codec phone

Additional features

The finished game lets you explore deeper into the complex, blow holes in walls and take on tanks single-handedly.

Further information

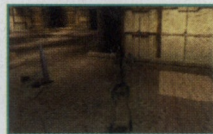
You need this game.





Tomb Raider Last Revelation

Publisher: OziSoft **Genre:** Adventure
Program: Playable demo



We join Lara in Alexandria, exploring the lost libraries of Cleopatra's Palace. You'll need to find a number of items and piece them together to complete the demo.

Controls

- ✕ Action
- 180-degree roll
- Jump
- ▲ Draw weapon
- R1 Sidestep (press and use ←↓↑→)
- L1 Camera (press and use ←↓↑→)
- R2 Dash
- R2 + ■ Dash and dive
- L1 Laser sight (R1 to zoom in, R2 to zoom out, including binoculars.)
- L2 Duck/crawl (press and

- use ←↓↑→ to crawl.)
- ✕ + ↑ Shimmy up and down poles.
- ✕ + ↓ Climb off poles.
- SELECT Inventory. To select items press ✕ to use the equip option. Also select combine and then equip.

Additional features

Lara has many more moves than in her previous adventures.

Further information

For the review look in PSM 29.



Tony Hawk's Pro Skater 2

Publisher: Activision **Genre:** Skateboarding
Program: Playable demo



Our demo enables you and a mate to play as either Tony or Chad Muska. You can check out Marseille's skate park, packed with fly-offs, bowls, and half and quarter pipes. But just in case that's not enough, we've even included a taster of the game's fantastic Skate Park Editor.

Controls

- ▲ Grind
- Flip trick
- Grab trick
- ✕ Crouch and jump
- ↑ Lean forward/ exit pool
- ← Turn/balance while grinding
- ↓ Brake/lean back
- L1 Fast spin (hold)
- R1 Fast spin (hold)
- R2 Switch/regular

START

Pause

SELECT

Exit demo

Additional features

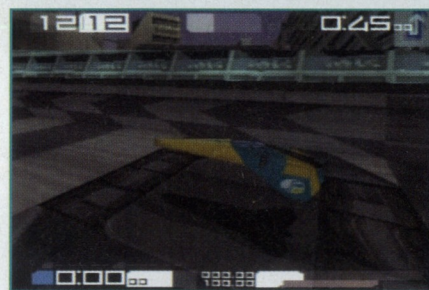
The full game features new tracks from around the globe. They're not only twice the size of their predecessors, but also contain secret areas.

Further information

For the full review see PSM 38.

Wipeout 3

Publisher: Sony **Genre:** Future Racing
Program: Playable demo



The original *Wipeout* kick-started the era of the PlayStation. This demo illustrates one of the many split tracks that have been put into the game. One way is a short cut, while the other is packed with weaponry.

Controls

- ✕ Accelerate
- Discard weapon
- Fire weapon
- ▲ Change view
- L1 Rear view
- L2 Left airbrake
- R1 Hyper-thrust
- R2 Right airbrake

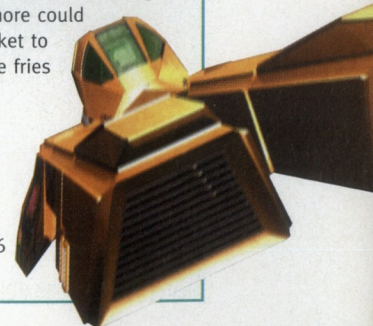
Underworld, The Chemical Brothers, eight hi-res circuits, eight teams... what more could you want? A ticket to Venus and some fries on the side?

Further information

Wipeout 3 was reviewed way back in issue 26 of PSM.

Additional Features

Seven new weapons, full two-player on-screen action,



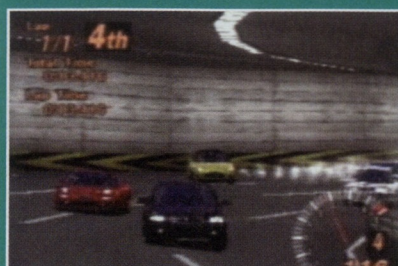


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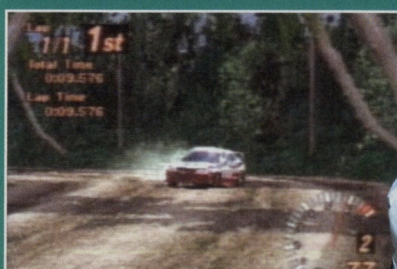
ON THE DISC downloading

Gran Turismo 2

Publisher: Sony **Genre:** Shoot 'em up
Program: Rolling demo

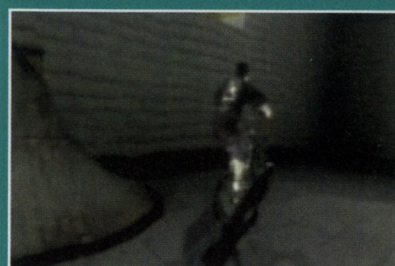


With around five hundred unique vehicles to choose from *Gran Turismo 2* picks up where the original left off and delivers more insanely realistic racing action. With *Gran Turismo 3* due out shortly, for the PS2, now is the time to prepare by ploughing through the earlier games. This rolling demo shows off the physics and collisions perfectly. The only thing better than watching this is playing your own copy.

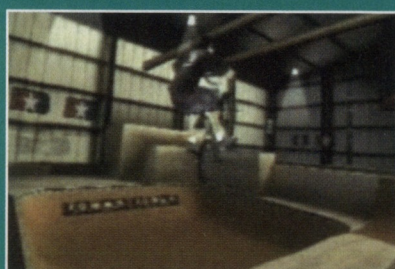


Mat Hoffman's Pro BMX

Publisher: Activision **Genre:** BMX sim
Program: Rolling demo



For the last eighteen months *Tony Hawk* has been ripping up the PlayStation with his two fantastic stunt skateboarding games. No one has been able to top Neversoft's skilled programming, and superior game engine, to make a better extreme sports title. *Mat Hoffman* has an advantage over the glut of generic wannabes though - this game uses the *Tony Hawk* engine as a starting point. From here it launching in its own brand of high-flying stunt tactics. Now you have the choice of two or four wheels and, while not everyone rode skateboards as a kid, everyone knows how to ride a bicycle. Here's your chance to watch to best in action and check out *Mat Hoffman's* moves.



Driver 2

Publisher: OziSoft **Genre:** Boxing sim
Program: Rolling demo

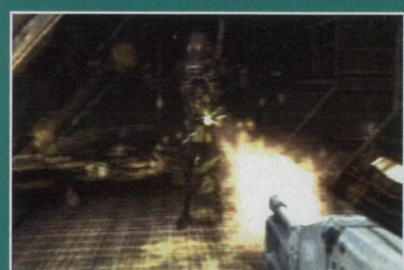


To avoid the controversy that surrounded *Grand Theft Auto*, the *Driver* series has you playing the part of an undercover cop. Of course this means that you have to outrun the uniformed officers and behave in a criminal manner but you know that once the game is turned off all the little characters will have court cases which punish the baddies and your character's hero actions will be rewarded. *Driver 2* does what all great sequels do - it surpasses the original game in every possible way. The game even allows you to get out of the car you are travelling in and boost (that's criminal speak for 'steal') a new automobile. To see what all the fuss is about just pop in the disc and fire up the video. A world of theft awaits.

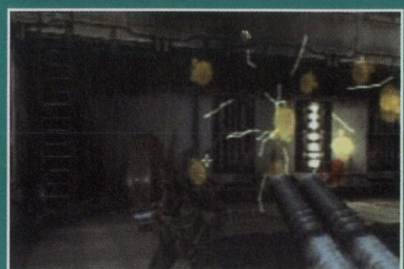


Alien Resurrection

Publisher: EA **Genre:** First person shooter
Program: Rolling demo



The four *Alien* movies make up one the best science fiction series ever. The second movie, directed by *Titanic's* James Cameron, is one of the greatest action films ever. The fourth movie, which co-starred the ever-hot Winona Ryder, is the latest and the version that this game is based upon. The *Alien Trilogy* game was a great blast and the follow-up has built solidly upon this base while improving on the control and objectives of each level. This rolling video demo shows just what is in store for you, should you choose to accept the mission. The PSone isn't the strongest platform for first-person shooters but this title is one of the best. Now if only Winona and Sigourney were ...





takeupthechallenge

ON THE CD



Tony Hawk's Pro Skater 2

Rather than going for an overall score this time the challenge is to get Tony to pull a single move worth over five thousand points. The other catch is that you can't use special moves. Some of you might find it tough but the secret is to jump into multiple grinds along the parks rails and steps.



ON THE CD



Metal Gear Solid

I'll presume most people playing this demo have yet to purchase the real deal, and as such your challenge is to get through the whole demo without being spotted once by the guarding soldiers or security cameras. Remember to crawl when necessary, and to knock out cameras.



ON THE CD



Tomb Raider: The Last Revelation

Lara is back - again. This time she's popping a nastier arsenal of weapons and going up against undead minions. With all this action going on the challenge here is to complete the level without sustaining any avoidable damage.



High Score Table

Re-Volt 2

February's challenge was to do the fastest possible lap in *Re-Volt 2*. The quickest five times are displayed on PSM's high score table. Can you achieve immortality and appear on our board? Try out this month's challenge with the *Wipeout 3* demo. Fame awaits you.

1. Bobby Foyer	(SA)	1:04.2
2. Tristan Kleinpaste	(NZ)	1:05.1
3. Daniel Pollock	(NSW)	1:09.1
4. D. Werner	(Qld)	1:14.6
5. David Hutton	(SA)	1:19.0



challenge of the month – Wipeout 3



This challenge is for speed freaks who prefer to hover rather than burn rubber. To be in with a chance to win a game of your choice you'll have to grab the fastest race time in this one level demo. The only way to win is to learn each and every turn off by heart, and use your hyperboost at the most beneficial moment.



Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PSone) and press Record. Send this coupon and proof of your score to: Take Up The Challenge, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close May 29. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.

Name: _____

Age: _____

Address: _____

State: _____ Phone: _____

Race Time: _____

Evidence: _____

NEXT MONTH

On sale May 30 New Zealand on sale June 13

The Air Up There

All the latest on the extreme sports title of 2001 - *Mat Hoffman's Pro BMX*

SmackDown with Lita

The WWF's former babe-at-arms, Lita, stops by for a quick match-up with PSM.

All the Latest Reviews

Formula One 2001, *Ford Racing* and *Rugrats in Paris* are just a few of the truckload of games we rate next month.

Plus!

Complete tips and tactics for *Final Fantasy IX*.

Exclusive Demo Disc Playable

Sheep, Dog 'n Wolf
WWF SmackDown
Twisted Metal
Soul Reaver: Legacy of Kain
Pipe Mánia 3D

Video

Black and White
Mort the Chicken
Final Fantasy IX
Alone in the Dark: The New Nightmare





Mat Hoffman

Mat Hoffman is a BMX legend and is set to follow in the footsteps of skateboarding guru, Tony Hawk, by lending his name to an upcoming PSone extreme sports title.

PlayStation Magazine: How involved are you in the development of Mat Hoffman's Pro BMX?

Mat Hoffman: I consult with them to make sure the animation and physics of the game feel real when you play it, and that it is a true representation of the sport. Activision makes sure it's fun to play and that all my suggestions are implemented into the game.

PSM: As a rider, are you happy with the game's physics?

MH: Yes, when I play it my head starts bobbing and weaving like I'm really pumping a ramp, so I think that's proof it feels real.

PSM: Is it important to you to maintain realism or do you prefer arcade style games?

MH: I think it's important to build the game off of realism, but once that foundation is made you can do fantasy tricks that are probably what it would feel and look like if you could really do them. If it didn't feel real to some extent, I wouldn't be happy with it. I want to play this game when I'm like fifty-something years old and remember what a vert ramp felt like...

Mat tests out the new trampolining part of his performance.



"Oh Man, I've been hurt a lot... 14 operations and 50+ concussions."

MH: I'm mainly interested in the games that reflect what I do in real life. I'm into the action sports games like Tony's and my game.

PSM: How did you become a BMX rider?

MH: I saw a sport that you could mold to your personality, which encouraged creativity and individuality and was constantly challenging, so I went out and bought a bike and started jumping curbs around my neighbourhood...

PSM: What is the most radical move you have performed that no one has seen?

MH: I'm working on something that's top secret, but it entails getting towed behind a motorcycle at high speeds.

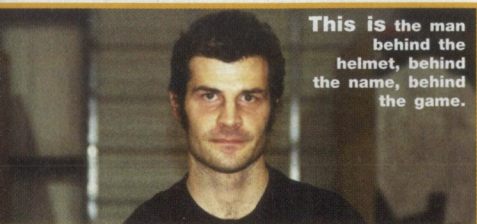
PSM: How many injuries have you sustained on your way to the top of BMX riding and what were they?

MH: Oh man, I've been hurt a lot, but you have to accept the consequences and just go for it sometimes. So far the consequences are 14 operations, 50 + concussions etc, etc.

PSM: What tips would you give to young PSM readers who are looking to get into extreme sports?

MH: It is more painful than videogames but there is nothing like the real thing! If you like my game then you'll probably love riding, and maybe you'll make your own video game some day.

This is the man behind the helmet, behind the name, behind the game.



PSM: Will you be involved with any other PSone titles?

MH: No, but I will be involved with any sequels to my game.

PSM: So what's next? Are there any plans for a suped-up PlayStation2 version of Pro BMX?

MH: Yes, we are working on a PlayStation2 game.

PSM: Do you fit much PlayStation2 into your hectic schedule? What are your favourite PSone titles and where do you see game-styles heading in the next few years of development?



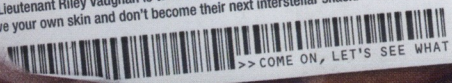
C12

****ALIENS ARE OUT TO STRIP THE WORLD OF CARBON.
THE REALLY BAD NEWS IS YOU'RE MADE OF IT.****

The carbon isotope C-12 that we're made from is the very key to life itself - but the trouble is human flesh also makes first-rate alien food. Your mission as resistance leader Lieutenant Riley Vaughan is to send the alien forces packing, whilst making sure you save your own skin and don't become their next interstellar snack.



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UNDERESTIMATE
THE POWER
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